

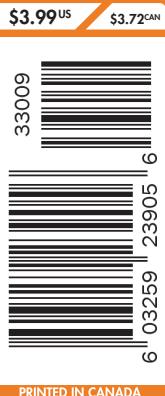
ISSUE NO.
259
SEPTEMBER
OCT/NOV PRE-ORDER

GTm

GAME TRADE MAGAZINE



GALAXY TRUCKER



IN THIS ISSUE:

- **TIC TAC K.O. DRAGONS VS UNICORNS** IS THE ULTIMATE BRAWL IN THIS TWIST ON A BELOVED CLASSIC FROM UNSTABLE GAMES!
- YOUR PARK DOESN'T HAVE TO BE SAFE – IT JUST NEEDS TO BE SAFER THAN YOUR COMPETITORS IN **DINOSAUR WORLD** FROM PANDASAURUS!

CGE
Czech Games Edition

Introducing
the new two-player strategy game
from Prospero Hall



Game dimensions - 9" W x 9" H x 2.5" D

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- 45-Minute Gameplay
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DUNGEONS & DRAGONS

DUNGEON Scrawlers

Heroes of Undermountain



D&D Dungeon Scrawlers:
Heroes of Undermountain
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MSRP: \$24.99



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COVER STORY

**Galaxy Trucker**

The ageless classic has relaunched! Build a space ship and fly it across the Galaxy. Deliver goods for a profit... if the pirates and meteors don't get you first!

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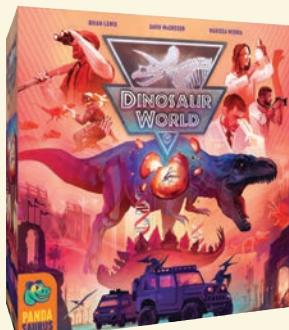
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**Tic-Tac-K.O.**

Smack your opponents to the side as you claim squares in the ultimate quest for victory in *Tic Tac K.O. Dragons vs Unicorns*.

by TeeTurtle

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**Dinosaur World**

The science of dino cloning is out in the open and everybody is scrambling to build their dinosaur-themed parks. Can you build the best (or at least the least dangerous) park in *Dinosaur World*?

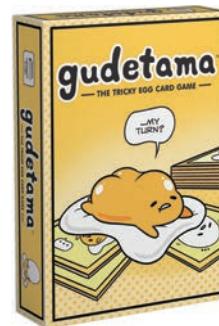
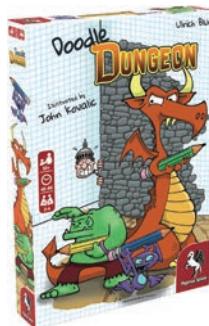
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Being a witch is all about wielding powerful magical ingredients. But be careful, one witch can only wield so much power before everything blows up in their face. Choose your recipes wisely to clear your workbench and fill your cauldron. The first player to overflow their nemesis with enough ingredients wins!

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SPOTLIGHTS



Transformers Deck-Building Game
by Derek Shuck



Oak & Iron: Form Your Battle Lines
by Mitch Reed



From The World Of Reign
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Soulbound
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Khora: Rise Of An Empire
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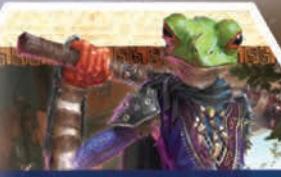
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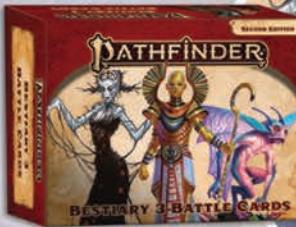
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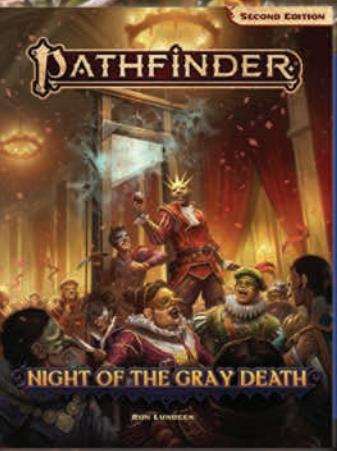
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Greetings Dear Readers!

Welcome to your September issue of *Game Trade Magazine*.

It's somewhat of a tradition for magazine's to take a bit of a reflection on the past year with the September issue, and who are we to break with tradition?

The challenges of 2020 continue to make themselves felt even as the game industry stabilizes—as I type these words, numerous publishers are dealing with shifting release dates and product delays as manufacturing and shipping get back on track. There's virtually no aspect of our industry (or any other, for that matter) that COVID-19 has left untouched.



However, as more and more folk continue to get vaccinated, game stores are re-opening more fully and gaming groups are gathering in-person safely again, so it's certainly starting to look a bit brighter; there is a light at the end of the tunnel everyone.

And speaking of gatherings, this September also marks the return of *GTM* to in-person shows—we will be at Gen Con this year, distributing copies of this very issue (plus one or two other goodies) to attendees of the show. We look forward to seeing fans in-person again as well as meeting with some of our favorite publishers.

And speaking of publishers, we hope you've enjoyed this month's cover, courtesy of our friends at Czech Games. *Galaxy Trucker* is all-time fan favorite and we're definitely looking forward to this latest edition!

Next up, Pandasaurus Games gives us a closer look at *Dinosaur Island* and provides us with a behind-the-scenes reveal at some of the thoughts and strategies that went into this latest installment of their dinosaur-themed park simulators.

Last, and certainly not least, the team at Unstable Games put a new spin on an old classic with *Tic Tac K.O. — Dragons vs Unicorns!* Team Dragon and Team Unicorn are both competing for control of the grid—who do you play for?

As we part this month, I want to take a moment to honor another tradition and wish my father a very happy birthday. He started me off on games at a very young age and who knew then that it could lead to a career in an industry I so love and enjoy? I'm certainly grateful, that's for sure.

Happy Birthday Dad! ❤

Stay safe, and game on everyone,

-JG

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Alliance Game Distributors

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jlg@alliance-games.com

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GTM

10150 York Rd, Cockeysville, MD 21030

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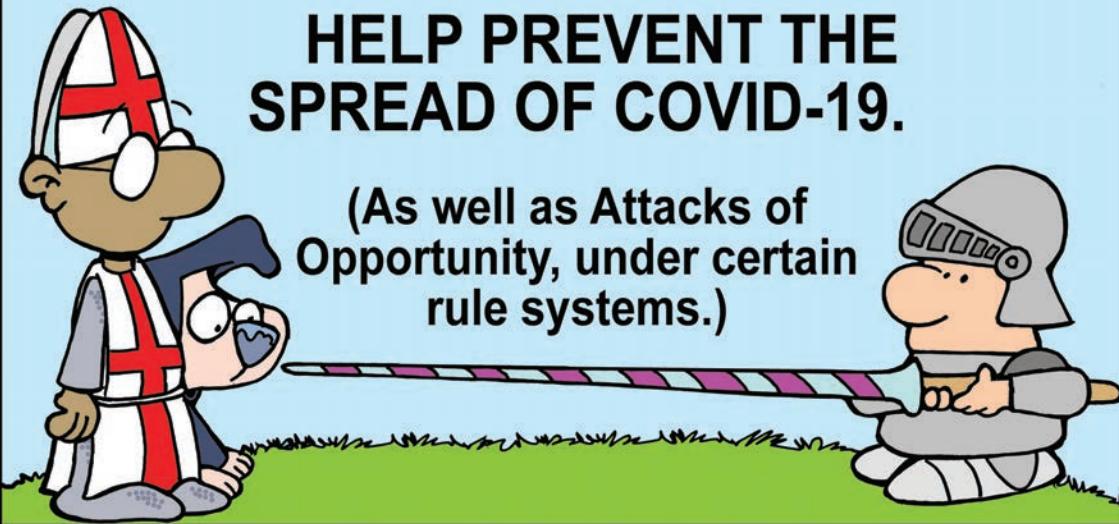
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TOM VASEL,
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2021

INFO

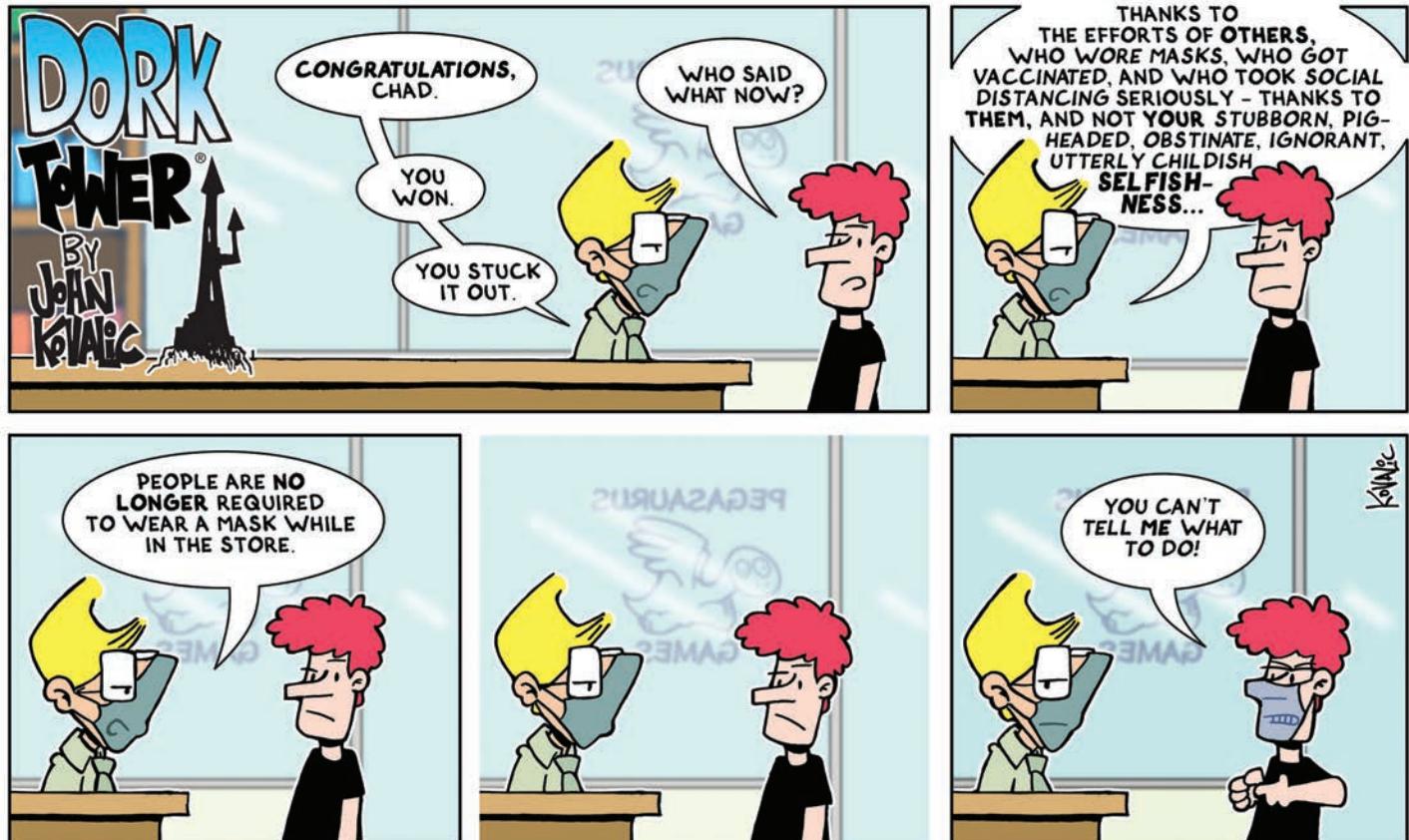
MSRP:	\$ 39.99
PER CASE:	6
BOX SIZE:	10" x 10" x 2"
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OCTOBER 16, 2021**



**AT YOUR LOCAL
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Announcements and retailer sign-ups at

FreeRPGDay.com

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON *My City*
My City is a unique, family-oriented legacy gaming experience that is played over the course of several years. The game consists of 24 different episodes beginning with the development of a city and its surrounding land and progressing through industrialization. Players choices and actions made during one session of gaming carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City over the course of several years, side board options are alternate setup for repeatable play. Scheduled to ship in October 2020.
TAS 951 489. \$34.95

MY CITY
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AMY BROWN
Scheduled to ship in July 2020.
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ULTRA PRO
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URI 15530 PI

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USAOPOLY
SPOTLIGHT ON
CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
The Shining - Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO E9010720 PI

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The Shining - Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO E9010720 PI

DRAGON BALL Z: COLLECTOR'S CHESS SET
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this fun and whimsical version of Monopoly. Scheduled to ship in September 2020.
USO H132469 PI

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this fun and whimsical version of Monopoly. Scheduled to ship in September 2020.
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QUEEN MAD STANDARD DECK PROTECTOR SLEEVES (100)
URI 15527 PI

QUEEN MAD STANDARD DECK PROTECTOR SLEEVES (100)
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Meet in the cooperative Rising series, The Batman Who Laughs. Players are the Gotham City Police Department, who must keep heroes and allies to fight back against a host of villains, concluding with a showdown with the Batman Who Laughs. Scheduled to ship in September 2020.
USO DCD10103 PI

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USO DCD10103 PI

SPOT IT! SPONGEBOB
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.
USO 9097712 PI

SPOT IT! SPONGEBOB
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.
USO 9097712 PI

WHERE THE WIND TAKES YOU PLAYMAT
URI 15528 PI

WHERE THE WIND TAKES YOU PLAYMAT
URI 15528 PI

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SPOTLIGHT ON
MAGIC: THE GATHERING CCG: ARENA STARTER KIT
WOC C7512000 PI

MAGIC: THE GATHERING CCG: ARENA STARTER KIT
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JAPANESE CORE 2021 BOOSTER DISPLAY (84) WOC C7503100 PI

MAGIC: THE GATHERING CCG: CORE 2021
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COLLECTOR BOOSTER DISPLAY (12) WOC C7510000 PI
PLANESWALKER DECK DISPLAY (10) WOC C7506000 PI
JAPANESE CORE 2021 BOOSTER DISPLAY (84) WOC C7503100 PI

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SPOTLIGHT ON
DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 150mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 900119 \$69.99

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 150mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 900119 \$69.99

WIZKIDS/NECA
FEATURED ITEM
MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their greatest foes, including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752 \$12.99

WIZKIDS/NECA
FEATURED ITEM
MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their greatest foes, including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84753 \$16.99

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SPOTLIGHT ON
SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball: 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and fun & wacky rules that will make you feel like Geoff Englehart. Choose one of the four unique tables and matching themes for solo, two-player, or two-on-two play. The tables feature three levels of play and your pinball to a bumper, spinner, or target on each level with a moving target. Play and you'll earn points, collect tokens, and score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87320 \$24.99

WIZKIDS/NECA
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WZK 87320 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM **!!! FEATURED ITEM**

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON **SPOTLIGHT ON**

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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GALAXY TRUCKER

RETURNS FOR AN EXPLOSIVELY GOOD TIME!



Imagine frantically assembling a spacecraft out of sewer pipes, then rocketing dangerously across the cosmos in hopes of making it to your destination with at least some of your ship intact. In *Galaxy Trucker*, victory is measured by whether or not you can crash your steaming wreck of a ship across the finish line with at least one credit still in hand. That's no simple task in a galactic trek full of meteors, pirates, and other unpredictable hazards poised to send pieces of your craft, crew, and cargo hurling through the depths of space.

Since it originally launched back in 2007, *Galaxy Trucker* has been translated into 13 different languages and seen numerous expansions. It's been a wild journey, and we're thrilled to be embarking on the next stretch of this grand adventure with the beautifully updated re-launch edition later this summer!

NEW TO GALAXY TRUCKER? NO SWEAT.

In this fast and goofy family game, 2 to 4 players begin by simultaneously rummaging through the common warehouse, frantically trying to grab the most useful component tiles for building their spaceship — all in real-time.

Once the ships are launched, players encounter dangerous situations while vying for financial opportunities — each hoping to gain the most valuable cargo and finish with as much of their ship still intact as possible. Of course, that's easier said than done, since many hazards will destroy pieces of your ship, leave crew members stranded in space, or slow you down.



The goal is to make a profit (or at least to survive the trek). Players earn credits by delivering goods, defeating pirates, having the best-looking ship, and reaching their destination before the others.

It's an explosive fun time filled with chaos and delight.

GALAXY TRUCKER

CGE 00061 \$29.95 | September 2021!



For designer and CGE co-founder Vlaada Chvátil, the original concept for *Galaxy Trucker* came from a desire to minimize downtime and craft a faster-paced gaming experience. "Back then, there were not many real time games, except perhaps a few simple and light reflex-based ones," he says. "At that time, I was a bit tired of downtime caused by analysis paralysis, so I toyed with an idea for a game where the speed of a decision is as important as the quality of that decision."

Vlaada wanted to avoid rules evaluation during the real-time phase of the game — to keep decisions light and fast-paced, while eliminating the need to consult the rulebook and the potential for wrongly played rules. "Building clunky spaceships following very simple rules and then flying them through the galaxy as a kind of more adventurous scoring seemed to be a perfect fit," he adds.

REVISITING A CGE CLASSIC

Galaxy Trucker was the first game CGE ever published. Back then, the team put a ton of effort into making it a fun and engaging experience, but over the years we've also really refined and improved the way we make games. We couldn't resist the opportunity to revisit this fan favorite, make some improvements along the way, and introduce it to audiences who are newer to the board game space and may not have experienced it yet.

"It still sells very well even after all those years," says Vlaada. "So, it would be a shame to continue to print it unchanged, when we are now able to produce a cheaper, better looking, and better working game."

One of the most obvious changes found in the new *Galaxy Trucker* experience is the newly re-worked artwork and upgraded components. "Just yesterday, I received a final copy of the game, and while I really like the new components, what I like most is probably the box



itself," says Vlaada. "I love the little cute astronauts drawn by Tomáš Kučerovský. In the original edition, they were kind of a last-minute addition to the rules, but in the new one, the graphical style revolves around them, including the game cover."

"Also, the rulebook and the quick reference guide that summarizes the complete rules and all the cards and tiles look very nice. Holding them printed in my hands after spending so many days and nights working on them with our rule writer Jason Holt and other CGE people was very satisfying."

Another goal with the re-launch is to bring the classic game to a wider audience without sacrificing the depth that more seasoned fans enjoy. The new *Galaxy Trucker* certainly comes in a smaller box and sports a cheaper price tag (\$29.99 MSRP), but we've also streamlined elements of the experience to make it faster and more accessible to players of all ages.

The core game mode, for example, has been trimmed down to a single flight, allowing players to enjoy a faster 30-minute game session at different ship difficulty levels — perfect for family game nights. For those who want a longer game, however, the Transgalactic Trek gameplay variant still combines multiple cumulative flights together for a crazier run. And it adds a completely new element — players may now gain unique titles by building and defending their reputation in certain areas for even bigger profit.

If that's not intense enough for hardcore players already, buckle up, because we're also going to be updating the Rough Roads expansion and offering it as a free digital download alongside the new edition at launch.

Ready to build a spaceship and fly across the cosmos? Transport goods? Fight pirates? Dodge meteors? Watch fellow players' ships explode as you fly on to victory? Load up for an intense, humor-filled haul with the newly updated edition of *Galaxy Trucker*, re-launching later this summer!



**AVENGERS FANTASTIC FOUR
EMPYRE**

HEROClix

WIZKIDS

**MARVEL HEROCLIX: AVENGERS
FANTASTIC FOUR EMPYRE BOOSTER BRICK**

WZK 84796 \$149.90 | Available August 2021!

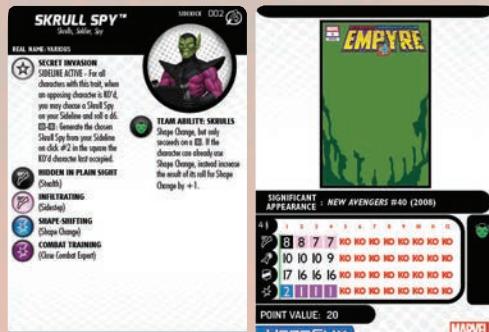
**MARVEL HEROCLIX: AVENGERS
FANTASTIC FOUR EMPYRE PLAY AT HOME KIT**

WZK 84799 \$9.99 | Available August 2021!

For the first time in over 7 years, the Avengers, Fantastic Four, X-Men, and more are all featured in this upcoming 5-figure booster HeroClix release! *Marvel HeroClix: Avengers Fantastic Four Empyre*, or just *Empyre* for short, has all corners of the Marvel universe are represented including brand-new versions of fan-favorite characters as well as exciting never-before-seen characters.

Marvel's earth-shattering *Empyre* event, the Avengers and Fantastic Four as well as the Kree and Skrull alliance led by Hulkling team up to fight against the Cotati Empyre lead by Quoi. The Cotati are plant-humans capable of controlling plants who began invading earth to seek revenge against animal life.

To kick off the excitement for this new set, take a look at these exclusive previews of new and returning gameplay mechanics it has to offer.



First up is the common Skrull Spy. It comes in at 20 points and has an interesting trait that is one of the most unique mechanics *HeroClix* has ever seen. Its trait "Secret Invasion", a callback to the iconic event, is a Sideline Active trait which means you can include it on your sideline at the beginning of the game and activates when an opposing character is KO'd. You roll a d6 and on a result of a 5 or 6, generate a Skrull Spy on click two. As they do in the comics, Skrulls will impersonate others especially and while this dial doesn't have extremely high combat values, it is very capable of getting in an opponent's way. Notably this can only be activated one time when an opposing character is KO'd, but it can be activated as long as you have one on your sideline, so this will definitely be a character you want to be able to get a few copies of. To wrap up, Skrull Spy is also a Sidekick, so it will be a great addition to your Captain/Sidekick/Ally teams with the characters from the past few sets including Fantastic Four Future Foundation, but realistically can be useful on any team.

**MARVEL HEROCLIX: AVENGERS
FANTASTIC FOUR EMPYRE MINIATURES GAME**

WZK 84798 \$49.99 | Available August 2021!

**MARVEL HEROCLIX: AVENGERS
FANTASTIC FOUR EMPYRE DICE & TOKEN PACK**

WZK 84800 \$9.99 | Available August 2021!



Next up is uncommon Rocket Raccoon! Rocket Raccoon has a brand-new trait called Follow-Up that are on a few characters with different themes in this set. The Follow-Up trait allows a character to make an attack targeting an opposing character that has already been hit during the turn by a friendly character with the Guardians of the Galaxy keyword using its printed combat values. This can be a very effective way of KOing an opposing character that has already been hit earlier the turn and is a staple for Guardians of the Galaxy themed teams. Look for other characters in the set with the trait as well for other keywords. Rocket Raccoon also features the new Guardians team ability! This

team ability makes it so the character's combat values can't be modified by opposing character's effects. This is a very nice ability that can protect Guardians characters from some of the strong effects that reduce combat values. This team ability can also be copied, so it is a great tool for teams with lots of Team Player team ability characters.



Next is the Kree-Skrull Alliance leader, Hulkling! Hulkling has a lot of powers and traits to go over. First, he makes it so characters with the Skrulls keyword gain the Kree keyword and vice-versa. His next trait allows him to use Leadership and Mastermind, but when he succeeds on his Leadership roll he can instead generate a 002 Skrull Spy or a 003 Kree Soldier (find previews of the Kree Soldier in the future, but it is a Sidekick as well!). Hulkling is also a Captain, so his next trait allows him to give a Sidekick the ability to use Blades/Claws/Fangs or Exploit Weakness this turn which can make characters like the 002 Skrull Spy much more menacing. And lastly, his special attack power allows him to use Blades/Claws/Fangs, and when he does, he can place an adjacent friendly or a hit opposing character a number of squares away equal to the d6 Blades/Claws/Fangs result. This can be a devastating swing to put an opposing character in a bad position or make it so a friendly character like one of the Skrull Spies can attack more easily. Hulkling has a powerful dial with great combat values and powers along with two powerful team abilities.



Finally, we have Mr. Fantastic in a suit of armor built by Iron Man. He has the Rally trait first seen in X-Men Rise and Fall, but this is the first character to have the green color behind the dice. That means that the dice will be placed when an opponent rolls an attack roll with a 4, or one of your characters rolls an attack roll with a 4. Rally is being



explored more and more with new numbers and effects to give, in the case of Mr. Fantastic he can remove his Rally die to choose an opposing character within range and line of fire to gain Immobile. He only has a 3 range value, but giving a character Immobile can be very difficult to work around. He also has another trait which allows him to remove non-debris markers on the map when he takes a MOVE action, which is very common with both Barrier and Smoke Cloud as well as many

other effects that place terrain. He also has a special attack power which gives him Quake and Giant Reach: 3. Along with a full dial of Outwit, Mr. Fantastic can be very disruptive to your opponent's plans.

Be on the lookout for more *Empyre* previews coming soon along with the set release coming up this Fall!



TRANSFORMERS

DECK-BUILDING GAME



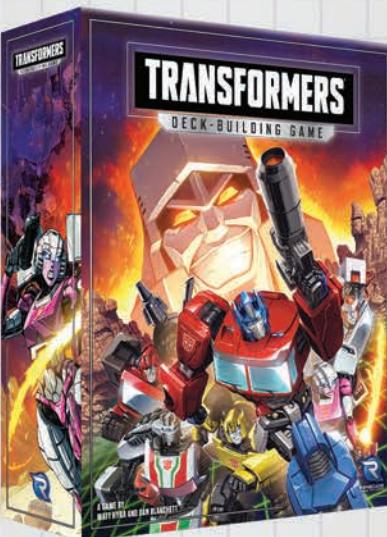
TRANSFORMERS DECK-BUILDING GAME

RGS 02236 \$45.00 | Available August 2021!

The Autobots are brave robot warriors hailing from the planet Cybertron. Their mission? To stop the Decepticons from enacting their evil schemes on Earth. Now, their war comes to your table with *Transformers Deck-Building Game* from Renegade Game Studios!

Transformers Deck-Building Game is a cooperative or competitive deck-building game for 1-5 players featuring iconic characters from Hasbro's Transformers universe. Explore the mysterious Matrix to gather the relics, maneuvers, allies and technology necessary to defend the Earth from the evil Decepticons. But be warned, your enemies also populate the Matrix, waiting in ambush for the perfect moment to strike. Do you have what it takes to destroy the wicked forces of the Decepticons and thwart their evil schemes?

Transformers Deck-Building Game can be played cooperatively or competitively. In competitive play, players earn Victory Points by defeating Decepticons, thwarting schemes, and acquiring powerful relics. In cooperative play, players work together to defeat all their Adversaries and earn a group victory, while trying to avoid taking too much damage and losing the game. The flexible nature of *Transformers Deck-Building Game* allows you to play any way you want, even solo!



TRANSFORM AND ROLL OUT

In *Transformers Deck-Building Game*, players take on the role of one of six iconic Autobots, including Optimus Prime, Wheeljack, and Bumblebee in their quest to defeat the Decepticons. Double-sided character cards allow you to seamlessly transform between Bot mode, best suited for combat, and Alt modes, best suited for traversing and exploring the Matrix.

Unique Energon abilities also give every character their own set of powers, making each Autobot feel unique. Gather an army of allies with Bumblebee, or specialize in acquiring cutting-edge technology with Wheeljack. The choice is in your hands!

EXPLORE THE MATRIX

Regardless of your Autobot, every player begins *Transformers Deck-Building Game* with a personal deck of 10 starter cards to help them perform basic actions. But that won't be enough to defeat the Decepticons. In order to achieve victory, players will have to explore the Matrix.

The Matrix is comprised of a grid of facedown cards that autobots can navigate throughout their turn. By choosing to search the Matrix, players can flip cards over and potentially add them to their deck. New

allies, powerful relics, tactical maneuvers and stunning technology are all waiting to be discovered on the board.

But the unknown also serves as the perfect source for an ambush. As you continue to build your deck through the resources the Matrix provides, you'll come face to face with increasingly difficult Decepticon bosses, and it will take the combined might of the Autobots to defeat them and their dastardly schemes.

These harmful cards can put damage on your Autobot. In cooperative play, receiving five damage cards means defeat for the players. In competitive play, you lose one VP for every two damage taken. But Autobots don't have to fight alone. Nearby players can offer a face-down card to assist in the fight, potentially sharing in the rewards if their card is used. It will take careful traversal of the Matrix to assure your victory. Even when it's not your turn, being in the right place at the right time can mean the difference between victory and defeat. Do you have what it takes to go toe-to-toe with Megatron, Starscream and their forces that threaten the Earth?

The Matrix is a living, changing board that is never the same, adding a game-changing spatial element to the traditional deck-builder. As you search the board, even the most experienced of players will never know what's coming next, making *Transformers Deck-Building Game* infinitely replayable.

THE FUTURE OF THE WAR

Transformers Deck-Building Game is just the beginning. Thanks to an extended partnership with Hasbro, Renegade will not only continue to produce card and roleplaying games for Transformers, but also create products for the My Little Pony and G.I. Joe brands, as well as continue to create Power Ranger products. Expect to see more deck-builders and RPG lines in the future!



While the *Transformers Deck-Building Game* gives you everything you need to play, additional expansions are on their way. These expansions will include new elements to shakeup the experience, including playable Decepticons!

Take control of your favorite Autobots, transform to explore the Matrix, and defeat the Decepticons in *Transformers Deck-Building Game*, releasing soon. Be sure to visit www.renegadegamestudios.com for more information, including in-depth previews, new announcements and more!

•••

Derek Shuck is a freelance writer whose work has appeared in everything from the local paper to the biggest websites in the world. His grandma once called him "The John Wayne of Words."



GET STARTED!

The Other Side Starter Box – Releases in October

THE OTHER SIDE
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ALL MODELS IN THIS BOX
ARE ALSO PLAYABLE
IN MALIFAUXTM



If you're looking to get into The Other Side for the first time or are a Malifaux player looking to expand your Guild or Resurrectionist model list, The Other Side's Starter Box is a great opportunity to do both!

WYR40012
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THE OTHER SIDE

Wyrd
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By Richard Pett

City of Cats

KOBOLD
Press

CITY OF CATS (5E)

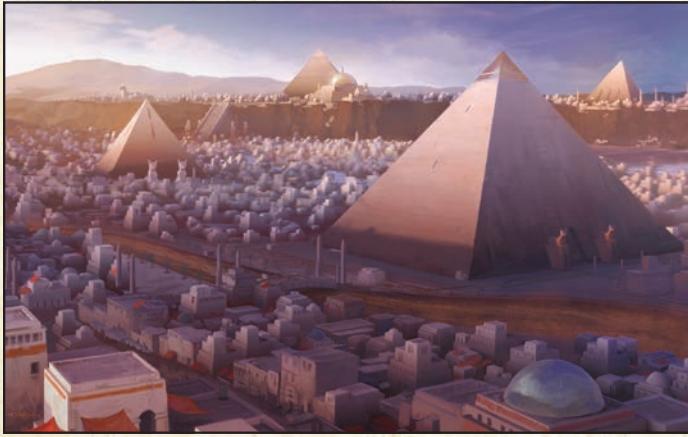
PZO KOB9061 \$39.99 | Available September 2021!

Visit Ubdu'l's Cloud Pleasure Palace whilst enjoying your delicious dromedary head cooked in honey and bees—a gnoll delicacy. Be wary of the machinations of the dream magic of the dhampir Khemet Shrie in the Still of the Perfume District, and gaze in wonder as the Dead rise in mass to toil in the care of their beloved city.

Welcome to Per-Bastet — the City of Cats!

Dazzling, cosmopolitan, and teeming with cornucopian life, Per-Bastet has stood for unknown thousands of years at the crossroads of the Southlands. It is a city of nine districts, nine pyramids, and nine lives. Each time the city has fallen, it has risen again to sing its praises to Bastet, the patron goddess who walks among her chosen.

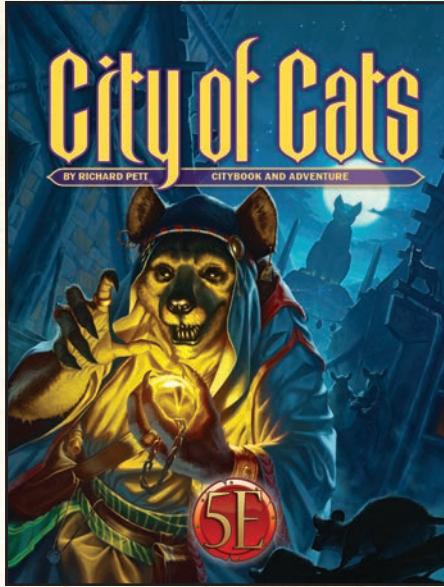
Per-Bastet is the city of cats and gnolls, of perfume and temples, of abounding gold, mithral, and diamond mines, of alchemy and prophecy, of imported spice and draconic slave markets, and of sumptuous brothels and brutal fighting pits. With its mercurial patron goddess and a populace of myriad carnivorous races and predatory species, the city thrives on the energy of its own lack of harmony.



It is a place where adventures abound in the greatest city in the Southlands!

The *City of Cats* is a 152-page supplement for the 5th edition of the world's best-known roleplaying game. It is part campaign setting, part trio of adventures, and part NPC and monster manual. The book takes an intimate look into the cat's cradle of streets and characters within the city. Venturing deeply into the nine districts (or "Nine lives," as locals call them), the guide details interesting locals, locales, and adventure possibilities as well as a huge range of unique quirks, aspects, and oddities.

You might almost call the first section an almanac of Per-Bastet. Adventure ideas and inspirations galore lurk among the intimate de-



tails of streets and colourful characters — such as unique flotsam cast out by the dangerous River of Sand, infamous artists, or insights into how to unravel gossip in the crooked alleys. Articles on street food sit side by side with adventure kernels and descriptions of duelling gnoll chefs anxious to please their corpulent matriarch mistresses. You'll find sections on "Sights, Sounds, and Smells" in the great city, where encounters, unique festivals, and strange events are listed — from when the curious and enigmatic catslide alleys blossom into strange life during an event called Caterwaul to encounters in the fearful Undercity where ghouls, kobold slaves, and gangs of gnolls live side by side below the streets.

The second section of the book contains three adventures for the city specially updated for this supplement — *Cat's Cradle*, *Three Little Pigs*, and *Grimalkin*. They can be used as separate adventures or linked into a short adventure path taking characters from 1st to 6th level. These adventures sit in the heart of the City of the Everlasting Cat and explore her streets and odd characters intimately. They are designed to allow great flexibility and freedom to players and to encourage roleplay and interaction.

The supplement concludes with a list of 31 memorable NPCs, along with many monsters linked to the city and adventures, ranging from shifty were-crocodile merchants, to gnoll paradigms of beauty and cunning, to the dreaded riftswine.

Intimate and unusual, the *City of Cats* is a must for anyone who wishes to explore the curious streets of the greatest city in the Southlands!



Richard Pett lives on top of a very remote hill in England where place names like Roughpiece Lane and Moisty Knoll are considered normal. His adventures have been tormenting role players for two decades now, and he has yet to get over his peculiar obsession with placing pigs in as many adventures as he can, as prominently as he can. The adventure *Three Little Pigs* is the most blatant example of his sad porcine obsession in this publication. His latest adventure *Crooksmile*, a 5E adventure in homage to the *Twilight Zone*, is available now at DriveThruRPG.com. It has a pig in it.

Previews continued on Page 20



WW84

WONDER WOMAN 

CARD GAME

A new era of wonder begins! Based on the long-awaited movie *Wonder Woman™ 1984*, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fights off villains and saves innocent citizens.

In **Wonder Woman™ 1984 Card Game**, each player has a deck comprised of cards with four different Actions—**Block, Lasso, Sprint, and Punch**—that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win!

- Based on the movie *Wonder Woman™ 1984*
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie

MSRP \$19.99

AVAILABLE NOW



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WONDER WOMAN™ 1984 and all related characters and elements © & ™ DC Comics and Warner Bros. Entertainment Inc. WB SHIELD: © & ™ WBEI. (s20)

often found after unsuccessful hunts where the hunters die. However, such treasure is just as often the spoils of some unlucky or foolish hero, the arcane oddities of a now mutilated wizard, or the eagerly kept belongings of a venturing and ultimately unlucky rogue. The varied creatures that make their lairs here—particularly nagas and sphinxes—covet such objects and seek them. These intelligent creatures have been known to lure adventurers into the area simply to steal their wealth. Many have formed uneasy alliances with “guides” from the wider city, who lure hapless adventurers into the Hunt and receive a share of the wealth from the Hunt’s denizens.

The following guides can be encountered anywhere in the city, looking for heroes to dupe into following them. They concoct stories of dying sphinxes in ancient libraries full of magic, diseased nagas whose flanks are seething with ruby blisters, or other less brazen tales, hoping to draw adventurers into the Hunt where their dangerous allies are waiting to devour and rob the adventurers.

Munty Kekolix. This green kobold is a self-named urban explorer. He usually sits atop his beloved war ostrich (*Tome of Beasts*, p. 307) Gog, which is bedecked with countless bags. Munty is always ready for exploration. But why, he says, expend all that energy and fruitless time heading into the wilderness when treasure and excitement lies on the next street? Munty claims to have walked catslide alleys, ventured into the Great Labyrinth, and trodden the Pallid Court in his local voyages. There is no one more expert at the city, he modestly claims, and Munty swears by his small fez that he always has a site or three worth a closer look. Munty says he enjoys meeting new folk, but, whenever encountered, he always seems to be alone apart from his war ostrich and his beloved cat Providential, an awakened cat and his companion and partner. Munty scours many locations across the city, both for leads and work. One of his favorite gossip dens is The Tea House of Mustam (see page 20). Munty views it like a bay in a river where driftwood (in the form of gossip) drifts up just waiting to be collected.

In truth, Munty is a front and currently works for a spirit naga, who rules the roost in a small corner of the Hunt near the Pyramid of the Mother of Destiny (Area 26 on the Per-

Bastet map). The naga, named Nezehguth, is obsessively searching the Hunt for magical items that will let her influence or control cats and catlike creatures. She plans to gather enough such items and loyal followers to eventually stage a massive uprising that results in the exit of all cats from Per-Bastet. Munty delights in Nezehguth’s focused tastes, which leaves him with much of the treasure from the naga’s victims. If you run the *Grimalkin* adventure (see page 100) and the characters decided to keep the *Grimalkin Idol*, Nezehguth might hear the characters are in possession of it and send Munty to lure them to the Hunt.

Carriioncall. Riding a large, mangy vulture, this ratfolk alchemist claims that his unique ability to fly and spy grants him greater access to curious-looking lairs and secrets than anyone else in Per-Bastet. His unique flying talents, inherent cowardice, and preference for keeping all at range has left him without a scratch, in spite of his tendency to fly in and out of ruins, treasure vaults, and temples unseen.



Carriocall is presently in the “employ” of one of the worst and most dangerous residents of the Hunt—the frightfully aerial Paradix (see Terrible Denizens). The ratfolk lures adventurers into the district for his mistress to rob and eat (although not always in that order), but he is particularly on the lookout for arcane experts who may be able to help his benefactor in unraveling the secrets of the Great Sand Pyramid.

TERRIBLE DENIZENS

The ruins of the Hunt are more commonly haunted by nagas, earth elementals, and a handful of sphinxes, but in such a dangerous place this can quickly change. Demons and desperate, escaped slaves often seek refuge here. Some of the humanoids who flee here have good reason to be feared—it takes quite a person to seek escape into the most dangerous place in the city.

Some of those presently vying for power are detailed here, but, like anywhere in this great city, the list is not only incomplete but open to frequent, and usually violent, change.

Riddling Guardian. The enigmatic Great Sand Pyramid (Area 29 on the Per-Bastet map) is fed by a steady cascade of sand from the sky above. Like a great hourglass, its flanks steadily grow and collapse, wisps of sand blowing towards the Pit (Area 4 on the Per-Bastet map). This drift of sand gathers across the streets immediately below and adjacent to the two, forming an area known as the Susurrus: named for the curiously calming noises that echo from the relentless drifting and falling sands. Paradix, a gypsosphinx (*Tome of Beasts*, p. 359) and one of the most powerful denizens presently haunting the Hunt lurks within the cavernous vault of a building just below the Susurrus.

Paradix delights in accosting lone travelers within the area (or other parts of the city as she takes flights at full moon) and asking impossible riddles. These riddles are utterly unfathomable, and it amuses the gypsosphinx to see people struggle to answer them. Those who fail to answer the riddles are set equally unpalatable tasks—such as bringing the bodies of six relatives in six days, fetching a newly Dead priestess of Bastet, or gathering an impossible number of bodies for the creature to feast upon—or else. Only one creature, the gifted Carriocall



(see *Dubious Guides*), has answered a riddle correctly, and now the two have formed a convenient partnership with the ratfolk providing fresh adventurers and bodies in exchange for the odd service.

Paradix is obsessively fascinated by the Great Sand Pyramid itself, and any tale, information, or outright fabrication relating to the curious phenomenon always piques the creature’s interest enough for its minion Carriocall to come questioning.

Kindred Hatred. Paradix’s greatest rival is the beautiful and peculiar Anuktata, a two-headed gynosphinx. This strangely silent creature has a small force of earth elementals formed of sand, a number of ravenfolk mummies, and the ravenfolk warrior Qadif-Ja (see page 139) that act as her (as she sees it) divine retribution. Anuktata believes she is a fragment of Horus who has been sent to the city to halt a coming night of endless darkness, which she saw in a dream. The sphinx wholeheartedly believes in her vision and mission, but around every corner she sees yet another creature who would attempt to stop her. Anuktata believes the Great Sand Pyramid actually forms part of the ritual necessary

TIC TAC K.O.™

DRAGONS -vs- UNICORNS

TIC TAC K.O. - DRAGONS VS UNICORNS

| TET 5864-TTK-BSG1 PI |

Available October 2021!

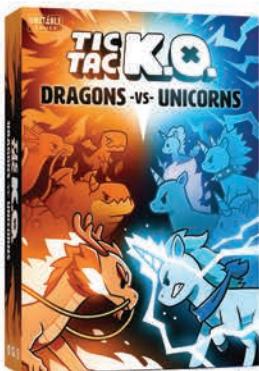
TIC TAC K.O.!

TET 5864-TTK-BSG1 \$15.00 | AVAILABLE OCTOBER 2021

Forget everything you thought you knew about tic tac toe!
Welcome to the latest card battle game from the creators of Unstable Unicorns, Here to Slay, and Happy Little Dinosaurs. In this diabolical twist on tic tac toe, you and your friends will divide into two teams to duke it out in the ultimate brawl!

Tic Tac K.O. is a 2-4 player game for ages 8 and up that takes roughly 30-60 minutes to play. Two teams—in this case, Team Dragon and Team Unicorn—fight for control of the Grid by playing Character cards to fulfill Objectives. You'll smack your opponents to the side and ruthlessly claim spaces in your quest for victory. The first team to complete 3 Objectives wins!

WHAT'S INSIDE THE BOX?



Tic Tac K.O. contains two team decks of 40 cards each, a 12 card Objective deck, and 1 Grid. The Dragon deck features lovable characters like Book Wyrm, Sir Scales, and Chonk. The Unicorn deck features its own magical crew, including Angy, Spike, and Mare-O. But don't be fooled by their punny and adorable names! These ruthless creatures won't hesitate to destroy their opponents with fire, lightning, or a swift kick in the patoot.

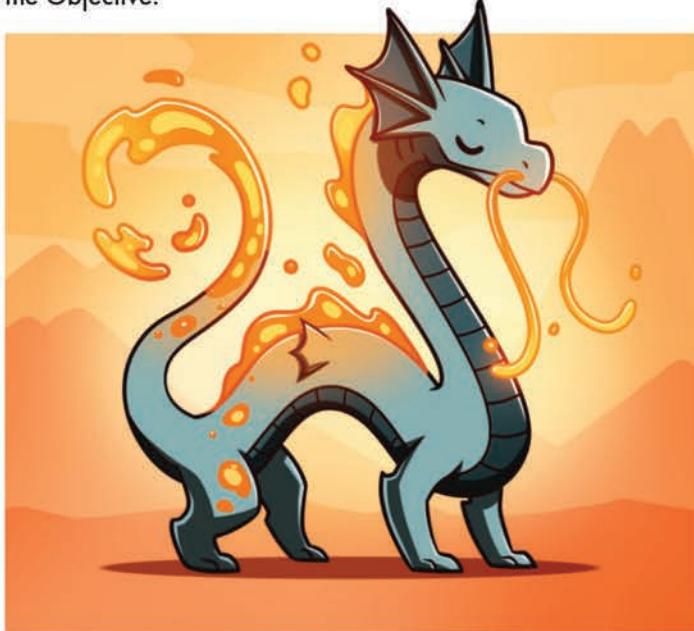
To begin setting up the game, divide players into two equal teams. If you have 3 players, well too bad! Just kidding. If you have 3 players, one team will have two players and the other will have one. When the game starts, the person who is all alone will draw two extra cards, and they will take both turns for their team.

Next, decide who gets each Character deck. If everyone wants to be the Unicorns—trust us, we get it—the team with the youngest player gets to choose first. Place the Grid in the center of the table. All of your teammates will sit beside you, and your mortal enemies—er, opponents—sit on the other side of the Grid. In Standard gameplay, use the 3 by 3 Grid with spaces marked 1-9. For Advanced gameplay, expand the Grid to 4 by 4 by using the spaces marked A-G. (Think of the Grid as a Bingo card with a row of letters across the top and a numbered column going down the side.)

Next, shuffle your Character deck and place it face down in front of you, while your opponent does the same. When everything is shuffled, each player will draw 5 cards from their team's Character deck. Leave space next to the deck for a discard pile. Then you will shuffle the Objective deck and place it to the side of the Grid, where both teams can reach it.

To start a round, each team will take an Objective card in secret and place it in front of them. You and your teammate may look at your Objective card, but make sure the opposing team

doesn't see it! In Standard gameplay, you will look only at the numbered spaces on your Objective card corresponding to the 3 by 3 Grid; these are the spaces you will need to claim on the Grid in order to complete an Objective. If you want to play the Advanced version, you must claim both the lettered and numbered spaces marked on your Objective card to complete the Objective.



Now, you can begin the battle! Your turn consists of two phases: the Draw phase and the Action phase. In the Draw phase, you'll draw a card from the top of your team's deck and add it to your hand. In the Action phase, you'll play a Character or Magic card from your hand. If you can't or don't want to play a card, you may draw a second card instead.

At the end of each turn, either team can reveal an Objective card if they have claimed the necessary spaces on the Grid. After you reveal your Objective card, you will place it face up in front of you for the rest of the game. Then, you'll clear the claimed spaces by moving the corresponding Character cards from the Grid to your team's discard pile. Also, you get to take a new Objective card. Just make sure the other team doesn't see it!

Now, let's talk about the types of cards. There are four of 'em!: Objective, Character, Magic, and Instant.

Objective cards highlight which spaces on the Grid your team needs to claim. The Standard Gameplay spaces are marked 1-9, and Advanced Gameplay spaces add spaces A-G.

Character cards—the cute lil' dragons and unicorns—claim spaces on the Grid. They count toward your Objective, and there are two types: Basic and Special. Special Character cards have effects that can give you an edge over your opponent.

Magic cards have one-time effects, allowing you to destroy, swap, or displace cards on the Grid to screw over your

opponent or help you complete an Objective. For example, if the Dragons play "Burning Breath," they can destroy any card on the Grid! And the Unicorns can displace any Character card from the Grid with a "Tail Twister" card. After you play a Magic card, you will immediately move it to your team's discard pile.

Instant cards are played immediately to stop another player's actions. Any number of Instant cards can be played during a single turn. Take caution, because you never know what Instant card your opponent might have up their sleeve.

The first team to complete 3 Objectives wins the game! But beware: if your deck runs out of cards, your team loses the game immediately.

You won't have to wait long to engage in this magical battle! If you would like to spend this holiday season pitting Team Dragon against Team Unicorn with your Grandma or younger brother, we have some great news: Tic Tac K.O. will be available starting October 2021!

What is Unstable Games? We launched our first game, Unstable Unicorns, in 2017, and have been obsessed with making games ever since. All of our games are created by a team of in-house game developers and artists who pride themselves on making games that walk the line between adorable and diabolical. Keep an eye out for jokes and Easter eggs as you play, and you may find some delightful details.

While our games can be brutal and vicious, we actually create them to bring people together. After all, the strongest friendships begin with good old-fashioned power struggles during game night. Our games are created to be accessible and easy to learn for new players, but complex enough to keep seasoned veterans intrigued for years to come.



**TIC TAC K.O. WILL BE AVAILABLE
FOR PURCHASE OCTOBER 2021!**



ÔAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY



EXPAND YOUR FLEET

www.firelockgames.com/oakandiron

OAK & IRON

FORM YOUR BATTLE LINES

FIRELOCK GAMES

by Mitch Reed

One of the greatest things about *Oak & Iron* is how the game not only recreates small skirmishes from the early colonial period, but you can also play some of the biggest fleet engagements of the era. With the initial release of the game Firelock also made available their "Ships of the Line Pack" which contained three ships, 1st, 2nd and 3rd rate ships of the line. These big ships are what defined naval power in the age of sail and are faithfully represented in *Oak & Iron*.

The *Oak & Iron* ruleset has three types of battles that will allow you to play in either a 50, 100 or 200 point game, however if you really want the big fleet battle I recommend a 400 point game where the ships that a player can select can be made up on 1st, 2nd and 3rd rate ships only and each player should have a fleet of no less than 7 ships and no more than 12 ships. This gives players the option to make a sizable force and the ability to add in upgrades and leaders to round out your fleet. Restricting the fleet to the top three rates is to focus on the line of battle. From play testing this new size of game the best type of objective to play is a domination game where at the end of last turn the fleet in better shape wins the game. I know gamers will have a fun time in creating scenarios and rules to make the games both more challenging and fun.

When it comes to picking out your squadron some may feel that limiting the game to only 3 types of ships is limiting, the play tests showed me that the drop in capability from the 3rd rate to the 4th rate is pretty big and ships that are 4th rate and below will not last long on the table. Even a swarm of smaller ships just do not have the firepower or fortitude to slug it out very long with a group of bigger ships. The real choice gamers need to make is how many 1st and 2nd rate ships to take in their squadron. Both of these ships have a fortitude rating of 4, which means it can take some punishment while putting out some firepower. The 1st rate can put out 11 broadside shots which will really put some hurt on your enemy, with the 2nd rate putting out a broadside of 10. It is the combination of the high fortitude with the broadside value. The only real downside with these ships is their speed, they are slow with a sailing large value of 2. When selecting your ships you will notice that points value of the 1st and 2nd rate is only three points, which gives the larger ship an extra broadside shot and an crew value of 5 instead of 4. This makes the cost of the 1st rate a no brainer when making you list. If you do go for the 2nd rate the 3 points you save should be used to make the 2nd rate both stout and weatherly which gives the ship a bit more speed.

The other ship available is the 3rd rate which is noticeably cheaper in points than the 2nd rate. The 18 points you save should go into upgrading the 3rd rate as much as possible. The 3rd rate does have an advantage in speed over the 1st and 2nd rate, however once you are in contact with the enemy battleline this advantage means little and your 3rd rates will take a beating with their fortitude rating of 3. Many players may want to make a swarm fleet of upgraded 3rd rates, however when testing the game the 3rd rates just could not keep formation and gang up on a smaller but better armed fleet, oddly the extra shots and fortitude made a huge difference in the game.



I found that making a force of two squadrons, one with two 1st rates and a 2nd rate and the other with one 2nd rate with speed upgrades with two 3rd rates was a great starting point. I found that one heavy but slower battleline could slug it out with the enemy fleet while the faster unit could look to cut them off or try to cross their "t" in order to get raking shots. I wish I could have claimed some success with the faster fleet, but in my games, it was about firepower and not speed.

Upgrades are another important factor when building you fleet. The first step is to make sure you have a good admiral that gives your fleet a boost, one that can remove fatigue on your battleline faster or one that gives your squadron added firepower. Once your leadership is in place then look for upgrade cards that also fits your game tactics, they end up making a huge difference and I found myself wishing I made better choices when building my fleet.

The one thing that surprised me the most is how you can see the differences in the games factions when playing a fleet battle. The subtle differences in the French, English, Dutch and Spanish fleets in a smaller point game really stands out when you are playing with full battlefleets and you need to think about which of the nation's characteristics fits your playing style the most. No single nation has a distinct advantage here so it really comes down to how you approach the game and what dictates your tactics.

I found that playing *Oak & Iron* with more points and only with the larger ships offers a different gaming experience and one that is just as fun and challenging as the smaller games.



QUARTERMASTER GENERAL™ 1914

ARES

STRATEGY AND TACTICS OF WORLD WAR

QUARTERMASTER GENERAL: 1914

AGS ARTG014..... \$49.90 | Available November 2021!

World War I, The Great War, was marked by technological achievement, romance, and the transition to the modern era. It was also remarkable in how success in battle was measured by a brutal calculus that compared the ratio of lives lost by each side. This "War to End All Wars" twisted the ultra-nationalism of the late 19th century into the nihilism of the 20th. After more than four years of human and economic attrition, the war finally ended, more from exhaustion than anything else.

Coming this fall from Ares Games, *Quartermaster General: 1914* (2nd Edition) uses the same basic system as the award-winning *Quartermaster General: WW2*, now portraying the First World War in Europe. Ares teamed up with designer Ian Brody to refresh and relaunch this much sought-after title, including an improved board, artwork, and other components.



Quartermaster General: 1914 sets up in three minutes, is taught in 10, and plays in less than two hours. Despite this accessibility, the feel of the game is epic, and there are few decisions without a consequence. 1914 can accommodate two to five players playing on the two historical sides: the Entente Powers vs. the Central Powers. Each of the five powers has a unique deck of cards with which to command its forces, represented by wooden army and navy pieces.

If you have played *Quartermaster General: WW2*, most of the rules will be familiar, but enough has changed that you'll certainly want to read the rules first, as the system has been significantly adapted to the setting.

The biggest challenge of designing a World War One game is trying to simultaneously convey a sense of attrition warfare while keeping the action exciting and unexpected.

Similarly to its WW2 predecessor, in 1914, on your turn, you will have a chance to play one card from your hand of seven. Now, however, you will also have a chance to "prepare" one additional card, which means placing it on the table face-down. Prepared cards can either be used in combat or for "attrition", forcing the opponent to lose cards.



Several different strategies can win you a game in *Quartermaster General: 1914*.

Economic warfare and attrition are a far more significant part of 1914 compared to the WW2 title; however, players are not forced into any specific strategy, as there are many avenues to victory. While victory points are mostly scored for geographic objectives, the winning team is more often that which has utilized its resources most effectively — often it will be difficult to tell which side is ahead until towards the end, when certain powers (usually Russia) start to see their economy and therefore war effort fail. Gaining ground is difficult and requires coordination among the teammates.

At the top level, you will need to work with your teammates to determine a grand strategy. For example, as the Central Powers, you must decide if Germany will go for a knockout blow against France or Russia, or play defense while Austria takes the Balkans. No matter the Power you play, you have multiple options — but all will fail without coordination with your teammates!

On the tactical level, you will be setting up powerful "combos" to increase the value of your plays. You need to decide for each card if you use it for its game text or prepare it for combat or attrition. You need to prepare a mix of offensive and defensive cards that anticipates both your own and your opponents' actions!



1914 appeals to wargamers looking for a grand strategy game playable on a weeknight, as well as euro-gamers who appreciate the style of play. Social gamers enjoy it as a team game - team games have facets of both competitive and cooperative play, providing greater interactivity. Finally, if you are interested in the subject matter, the game offers a wealth of information and is tightly bound to the theme.

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WIZKIDS

DUNGEONS & DRAGONS: DUNGEON SCRATORS - HEROES OF UNDERMOUNTAIN

WZK 87529 \$24.99 | Available October 2021!

Have you ever wanted to play a nice dungeon crawler but found yourself limited on time? Or had a group of friends come by that weren't too keen on spending a bunch of time learning a ton of rules before playing?

Well, get ready for a heroic solution to your game night woes. Set aside your dungeon crawlers and bring out... Dungeon Scrawlers!

Dungeon Scrawlers: Heroes of Undermountain is an exciting, inventive new fantasy game in which you scrawl your way through the dungeons of Undermountain trying to defeat evil monsters, cast spells, and collect magnificent treasure! The game is designed for 2-4 players, lasts about 15 minutes, and is played in real-time, so there's never a dull moment!

Dungeon Scrawlers: Heroes of Undermountain came to life a couple of years ago when we found ourselves brainstorming ideas, trying to come up with an innovative concept for a game that utilized markers. We had already explored some other ideas, but were not particularly thrilled with any of them, as none of them had the exciting spark we were looking for.



At some point, we came upon the idea of drawing your path inside a dungeon in real time and interacting with the elements in it, such as monsters, locked doors, and treasure. With this idea, we immediately realized we had struck gold! This was something original yet familiar: it contained classic elements from mazes and puzzles, usually found in magazines or activity books, but in a cool and unique fantasy setting.

Once we started testing the game with other people, we confirmed that it was a blast to play and that everyone was having tons of fun! As soon as one dungeon was finished, the group wanted to delve into the next one or try it again with a new character!

The concept of the game is very simple! Grab a marker, pick your favorite character, and, as a group, pick one of the 10 different dungeons! Each player will receive a dungeon sheet for the chosen dungeon and place it in front of them. As soon as everyone is ready, they will place their markers at the entrance and, at the same time, dive into the dungeon and race to defeat the boss!



Experienced an enemy encounter? Fight them valiantly by drawing over them and cover them in ink!

Need to cast an important spell? Trace its pattern and unleash all that magical energy!

Found any artifact fragments? Carefully collect them by going over them but make sure to do it in the right order.

Discovered any valuable treasure? Trace its outline to add it to your purse!

And don't forget about those exotic plants, found only in the dusty long corridors of the dungeons. Rumor has it they're very valuable!

The dungeons in *Dungeon Scrawlers* are full of dangers and surprises. The game comes with 10 different thematic dungeons, each one offering a unique challenge and introducing new elements for a different experience every time! Some dungeons will have you gathering valuable orbs, others might have you travel through portals, find the correct keys for each door, or even free prisoners! These are just a few of the encounters you will be facing in your heroic journey through Undermountain. All the elements that you encounter in a dungeon give you valuable points, and each player will endeavor to have the most at the end of their adventure, as the player with the



most points after exploring 3 dungeons is the winner!

Additionally, each of the 5 heroes has a special ability that players can use to their advantage, offering a unique experience every time you play!

But wait! What's that in the big room over there? Oh no! A huge monster is blocking your exit. No self-respecting dungeon would be complete without a boss after all! But even a mighty boss like this one is no match for an adventurer like you! However, you'll have to be quick, because if another player beats you to it, they'll get all the glory (and the extra points) for themselves! Not to mention that the round will immediately end for everyone.

We can't wait for all of you to get a chance to try it for yourselves and scrawl your way out of the dungeons of Undermountain!

•••

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GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

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ARES GAMES



303 SQUADRON

303 Squadron is a 1-4 cooperative game based on the history of the Polish Air Unit of the same name, which participated in the Battle of Britain during WW2. Taking the role of Polish pilots of this period, players will try to stop the German raids on the UK. The mechanics are based on the combination of a distinctive combat card system and specially designed dice. Scheduled to ship in September 2021. AGS HOB303-002-RTBX \$79.90



ORCHID

ATM 15141 \$7.49

GAMES

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303 SQUADRON: ARTBOOK

The 303 Squadron: Artbook is a complete collection of wonderful illustrations created for the board game by Piotr Forkasiewicz. In this volume you can find the illustrations of all the airplanes present in the game, with state of the art painting reproducing the main characters of this war scenario, the airplanes used during the Battle of Britain. This particular

war scenario has always fascinated the fans of wargames, war movies, and history lovers. In this artbook they will find all the detailed illustrations of German Luftwaffe airplanes, as Messerschmitt Bf 109, Messerschmitt Bf 110, or Heinkel He 111, and R.A.F airplanes, as Spitfire and Hawker Hurricane. Scheduled to ship in September 2021. AGS HOB303-100\$19.90



303 SQUADRON: BROTHERS IN ARMS

303 Squadron: Brothers in Arms is an expansion for 303 Squadron the boardgame. The Hurricane-equipped 303 Squadron is not alone in the skies over Britain to fight against the Luftwaffe squadrons. A neighboring squadron of British fighters, the famous Spitfires, is also dueling against the German Messerschmitts. They fight bravely, but their planes are badly damaged and ammunition is running out. They need your help to survive. Fighting side by side, victory will be yours. Scheduled to ship in September 2021.

AGS HOB303-003-EXP1\$21.90



303 SQUADRON: CONVOY

303 Squadron: Convoy is an expansion for 303 Squadron the boardgame. This expansion will take you over the seas surrounding and protecting Britain which, together with the air and the homeland, was an important setting for the Battle of Britain. Germany's plan was to cut off Britain from supplies: German airplanes were attacking the ships in the Channel, while the U-boats were trying to intercept and sink them. Your task, as 303 Squadron pilots, is to protect your convoys against bombing from Bf.110s and the assault of the deadly U-boat. Scheduled to ship in September 2021.

AGS HOB303-003-EXP2\$23.90



MINI ROGUE

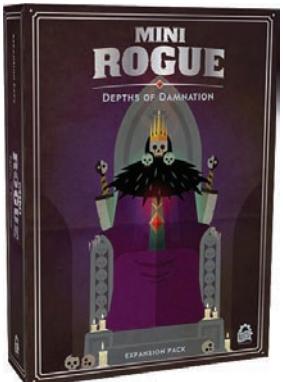
Monsters, hazards, treasures, bosses, dungeons, as well as random rooms and encounters are all featured in this new and revised version of Mini Rogue. In this 1 to 2-player game, you play as an adventurer delving into a dungeon, room after room, floor after floor, area after area, level after level, to find the Ogs Blood, rumored to be a fabled and mysterious ruby gemstone. Each area of the dungeon is laid out as a branching path of rooms. Each time you face two rooms, you will have to choose and explore one. You will resolve each encounter by rolling dice and managing resources to complete your adventure. You win the game by reaching the last room of the Dungeon and defeating the final Boss Monster, thus collecting the Ogs Blood. Scheduled to ship in September 2021.

AGS 20051-MRBASEEN\$24.90

MINI ROGUE: DEPTHS OF DAMNATION

Mini Rogue: Depths of Damnation is a 33 card full scale expansion featuring a new card type: Lore cards. These Lore cards allow the players to 'choose their own story', offering an insight into the events and lore of the dungeon, and weave a narrative for players to discover game after game. In addition to the new card type, this expansion set also includes 6 new Room cards that expands the game environment, 3 new Characters that increase the choices for players, and 2 new Bosses, a new great and exciting challenge for the players and their characters. Scheduled to ship in November 2021.

AGS 20052-MRDEPTHSDEN\$14.50

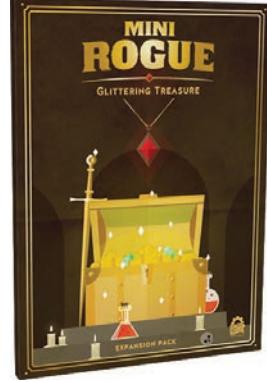


303 SQUADRON: EXPANSION PACK

The 303 Squadron: Expansion Pack is a complete collection of wonderful illustrations created for the board game by Piotr Forkasiewicz. In this volume you can find the illustrations of all the airplanes present in the game, with state of the art painting reproducing the main characters of this war scenario, the airplanes used during the Battle of Britain. This particular

war scenario has always fascinated the fans of wargames, war movies, and history lovers. In this artbook they will find all the detailed illustrations of German Luftwaffe airplanes, as Messerschmitt Bf 109, Messerschmitt Bf 110, or Heinkel He 111, and R.A.F airplanes, as Spitfire and Hawker Hurricane. Scheduled to ship in September 2021.

AGS HOB303-100\$19.90



MINI ROGUE: GLITTERING TREASURE

Mini Rogue: Glittering Treasure is a new expansion to the base game, introducing 9 new cards, dedicated mainly to Bosses, the arch-enemies of the characters, introducing new challenges for the adventurers. This mini expansion is composed of Boss cards and a Reward card. Heighten your experience with the allure of gold: All these cards are produced with a stunning and glittering holographic foil effect, a real precious prize! Are you ready to challenge the new Bosses, strengthened and upgraded by these cards, trying to complete your missions and quests, defeating your enemies and conquering your prize? This is your chance to show everyone the hero you are! Scheduled to ship in November 2021.

AGS 20053-MRGLITTEN\$12.00



QUARTERMASTER GENERAL: 1914

In Quartermaster General: 1914, each power has its own unique deck of cards, with its own strengths and strategies, providing strong replayability as you try your hand at playing the different powers. Each card has two different uses: one when played, and another when prepared. On their turn, players have the opportunity to both play and prepare a card. They can also spend cards to draft more troops or use cards to subject their opponents to attrition. Each Powers deck represents the resources of that player: digging too quickly through the deck in the early game might result in unsupported armies being swept away in the final rounds. This is worth it if a player can capture Berlin or Paris in 1915 - but if the gambit fails, you may have a tough road ahead. Scheduled to ship in November 2021.

AGS ARTG014\$49.90



WAR OF THE RING: THE FATE OF EREBOR

In this mini-expansion set for the War of the Ring boardgame, you can find all you need to adapt the game to this possible outcome of the Battle of Five Armies. You can find in this set a rule sheet, 4 board overlay tiles to place on the game board, 8 alternate cards (4 Free Peoples Event cards, 2 Shadow Event cards, and 2 Alternate Gimli Character cards). In the rule sheet you find the new set up with the changes on the map, and all the instructions to play this alternative scenario, increasing the games possibilities for all the fans. Scheduled to ship in September 2021.

AGS WOTR018\$9.90

THE ARMY PAINTER

WARPAINTS



AIR MEGA SET

The Warpaints Air Mega Set is fantastic way to either start or enhance your collection of airbrush paints. It contains a wide selection of colours; from crisp base colours to shimmering metallics - even adding a vibrant fluo into the mix. All Warpaints Air are pre-mixed and airbrush-ready right out of the bottle and made from ultra-filtered vibrant pigment. Scheduled to ship in October 2021.

TAP AW8002\$180.00



AIR STARTER SET

The Warpaints Air Starter Set is a fantastic way to start your collection of Airbrush colours. With a chosen starter palette of some of the most useable and crisp colour tones for airbrushing, the set allows you to get started from the moment it is unboxed. The paints are of unparalleled quality due to the nature of the high coverage offered by the specially chosen and ultra-filtered vibrant pigments. Scheduled to ship in October 2021.

TAP AW8001\$39.99

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DIGIMON TCG: NEXT

ADVENTURE BOOSTER

DISPLAY (24)

Hybrid Digimon like Susanoomon and Emperor Greymon make their debut! Tamers and Digimon from the *Digimon Frontier* anime (2002) are here! Fans will love playing with tamers like Takuya Kanbara and Zoe Orimoto! Eight new Campaign Rare cards based on characters from the *Digimon Adventure* (2020) make a special appearance! Fans of the Digimon anime will love this set!

Alternative art cards feature a glorious golden design! Players and collectors will love this dazzling design of their favorite cards! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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DRAGON BALL SUPER TCG: PREMIUM PACK SET 7 DISPLAY (8)

Contains 4 Booster Packs (UW07) and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2602497.....\$76.00

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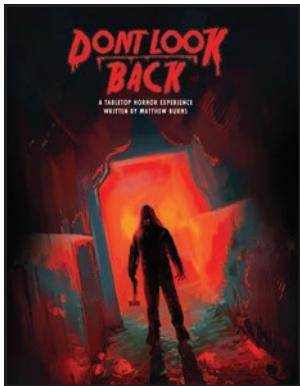
DRAGON BALL SUPER TCG: UNISON WARRIORS - SET 7 BOOSTER DISPLAY (24)

Set 7 focuses on Super Saiyan Gods, Angels, and Destroyers from Dragon Ball Z and Dragon Ball Super! Set 7 features the long-awaited character debut from the Super Dragon Ball Heroes arcade game that will get every Dragon Ball fan hyped! One extremely special alternate-art Campaign Rare of a Set 7 card is sure to increase sealed product sales! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2596822.....\$57.00



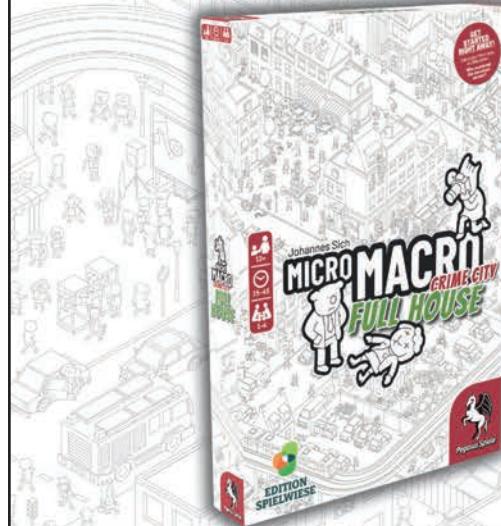
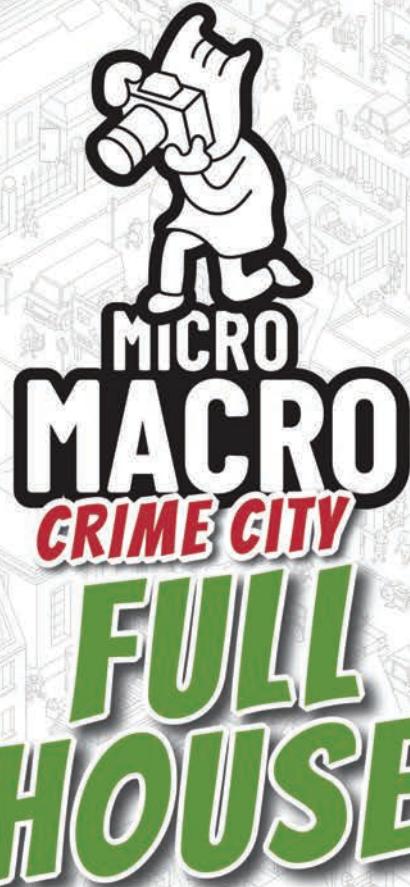
BLACK SITE STUDIOS



DON'T LOOK BACK

Written by Matt Burns and published by Black Site Studios, *Don't Look Back* is a solo or cooperative tabletop miniatures game where you explore the cinematic town of Northwood, a world of suspense and horror. Players control four heroes against a randomly generated AI Killer on a 3x3 foot playing surface. Designed to be played in under an hour, this simple 27 page tabletop experience is perfect to play with friends or family. Fans of horror cinema will love recreating their favorite cinematic gore-fests in this fast paced and easy to learn game. Originally launched in August of 2020 *Don't Look Back* is now reprinting with a brand new box and improved components! Scheduled to ship in September 2021.

BSS DLB6100.....\$59.99



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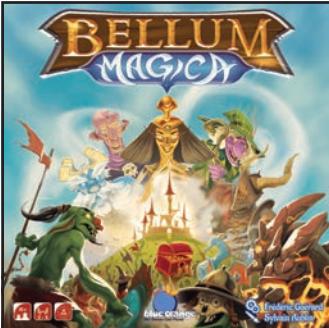
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**BELLUM MAGICA**

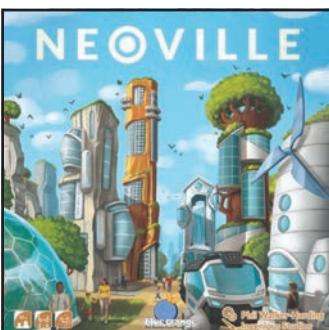
This strategy game uses an automatic resource growth mechanic. Recruit a host of creatures from simple goblins to terrifying dragons and assign each one a role in your kingdom. Some will gather resources and explore the surrounding area while others will join your army to attack the human kingdom and the other players. Collect treasure chests and become the richest, most powerful evil lord of all time! Scheduled to ship in September 2021.

BOG 09038 \$29.99

KINGDOMINO ORIGINS

Go back in time to the prehistoric era of *Kingdomino*! *Kingdomino Origins* plays similarly to the original game but introduces new components for additional actions and new ways to score points. Regions in your territory will earn you points if they contain fire. Fire is either part of your terrains, or earned by adding dominoes with volcanoes. There are 3 game modes to play: the 1st one introduces fire and volcanoes, the 2nd mode uses wooden resources, and the 3rd one features cavemen tokens. You will earn points by collecting resources and additional points when you have the majority of a type of resources. Then resources allow you to bring cavemen to your territory and each type of caveman has its own way to give you points based on their position. Scheduled to ship in September 2021.

BOG 09039 \$24.99

**NEOVILLE**

Neoville is looking for architects to build a city that is a combination of human habitation and the natural world. Are you up to the challenge? Position tiles strategically to build skyscrapers and utilities in your 4x4 city. Skyscrapers will be worth harmony points at the end of the game based on their value and district size. Utilities will be worth harmony points when their position in the city fit their own requirements. However, skyscrapers or utilities which do not meet their requirements will count as negative points! Who will design the most harmonious city with nature? Scheduled to ship in September 2021.

BOG 09040 \$29.99

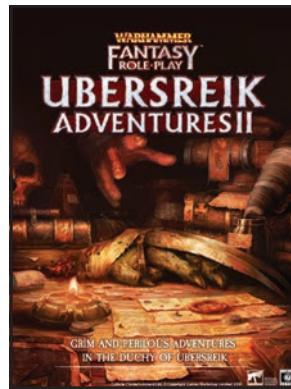
CUBICLE 7**WARHAMMER FANTASY RPG**

Scheduled to ship in November 2021.

**SOULBOUND: SHADOWS IN THE MIST**

Venture into the deadly mist-shrouded streets of Anvilgard in the first ever campaign for *Warhammer Age of Sigmar - Soulbound*. *Shadows in the Mist* is a sprawling six-part campaign set within the free city of Anvilgard and sees a group of Soulbound heroes tasked with rooting out corruption in the city and exposing the mysterious Blackscale Coil - and organisation made up of members of the Darkling Covens, Scourge Privateers, and other Aelven outcasts. The Coil has used coercion, bribery, and violence to gain a stranglehold on the city. Even the Grand Conclave that is supposed to govern Anvilgard seems to have been infiltrated by the Coil, making it impossible to know who to trust. But an even greater rot is growing in the heart of Anvilgard, one that could consume the city entirely if it is not stopped in time.

CB7 2504 \$49.99

**UBERSREIK ADVENTURES II**

Even those who support the rule of Altdorf know that the current situation cannot last. As rumours of Empire-shaking events filter in from Middenheim, Altdorf, and beyond, the case for a consolidation of power in Ubersreik grows stronger. In the midst of vying merchants, entitled nobles, callous spires, and outright thugs, a small group of adventurers and mercenaries have made a name for themselves. They have been arrested, enlisted, applauded as saviours, reviled as traitors, and dismissed as fools. But if they can also be ruthless, they may just be able to tip the machinations that will determine the fate of Ubersreik. *Ubersreik Adventures II* contains five all new adventures, along with a chapter expanding on events in the City of Ubersreik.

CB7 2436 \$39.99

CAPSTONE GAMES**BOONLAKE**

You have left civilization behind you. As part of a group of pioneers, you have settled in *Boonlake*, an abandoned region along the shore of the lake of the same name. The land has not yet been explored, but apparently, it had already been inhabited by humans in former times. This place beckons you! Designed by Alexander Pfister. Scheduled to ship in December 2021.

CSG BOON101 \$69.95

DOUG FACTORY**INSIDE3 LEGEND: THE CASTLE OF THE LOST TREASURE**

INSIDE3 Legend mini adventures that work without a screen. Hybrid concept that mixes old-fashioned maze, retrogaming and role-playing. Each game cartridge has its own universe and a hero associated with illustrations that will help you get out alive from the dark underground. Much more complex than it seems. *The Castle* is a minimal and pure adventure game. The *Legend* range brings you exhilarating moments and excites your imagination. Accessible to all adventure-loving players. Subterranean tunnels filled with traps and secret passages. Scheduled to ship in November 2021.

DOF LE001 \$7.49

INSIDE3 LEGEND: THE CRYPTS OF THE LAST VAMPIRE

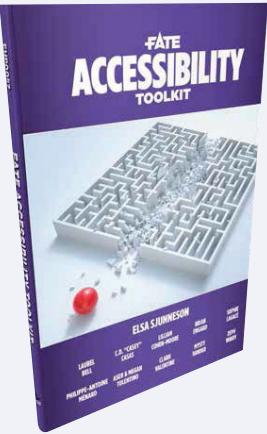
INSIDE3 Legend mini adventures that work without a screen. Hybrid concept that mixes old-fashioned maze, retrogaming and role-playing. Each game cartridge has its own universe and a hero associated with illustrations that will help you get out alive from the dark underground. Much more complex than it seems. *The Crypts* is a minimal and pure adventure game. The *Legend* range brings you exhilarating moments and excites your imagination. Accessible to all adventure-loving players. Subterranean tunnels filled with traps and secret passages. Scheduled to ship in November 2021.

DOF LE003 \$7.49

**INSIDE3 LEGEND: THE NINJA AND THE MASAMUNE KATANA**

INSIDE3 Legend mini adventures that work without a screen. Hybrid concept that mixes old-fashioned maze, retrogaming and role-playing. Each game cartridge has its own universe and a hero associated with illustrations that will help you get out alive from the dark underground. Much more complex than it seems. *The Ninja* is a minimal and pure adventure game. The *Legend* range brings you exhilarating moments and excites your imagination. Accessible to all adventure-loving players. Subterranean tunnels filled with traps and secret passages. Scheduled to ship in November 2021.

DOF LE002 \$7.49

SPOTLIGHT ON 
**FATE CORE RPG:
FATE ACCESSIBILITY
TOOLKIT HARDCOVER**

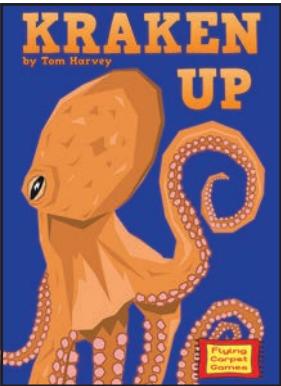
Fate Accessibility Toolkit explores the respectful and compassionate inclusion of disabled players and characters in any RPG, with specific tips for the *Fate Core System*.
EHP 0057 \$15.00

FLYING CARPET GAMES

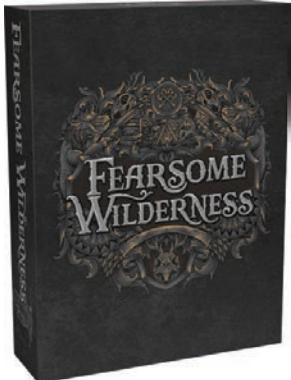
KRAKEN UP

It's the Krakens' turn to fish for humans! Players will grow their Kraken's tentacles and reel in bounty to form scoring combinations. Draft and play one card each turn before passing the hand of cards to the next player. The selected card can be used as food to grow your tentacle, or added to the ocean as bounty to (hopefully) be collected later. The more valuable cards require a longer tentacle to claim, which requires more cards to be used as food. The most enterprising Krakens may even wrap their tentacles around a cruise ship full of tasty travellers! Scheduled to ship in July 2021.

FCG 02001 \$15.00



GEEKTOPIA GAMES

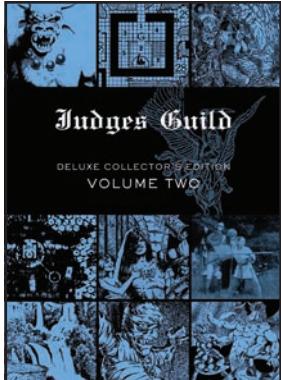


FEARSOME WILDERNESS

Fend off the unnatural fearsome critters of folklore. Endure grueling days and tormented nights in the forest. Time is short. Can you survive with only twelve weeks til winter? *Fearsome Wilderness* is a cooperative game in which 1-4 players roll dice and draw cards to ensure their folk heroes survive the horrors of the wilderness. The game can be played in a one-shot single session or as the *Twelve Weeks til Winter* adventure which spans 12-24 game sessions. Scheduled to ship in September 2021.

GKT FW001 \$59.99

GOODMAN GAMES


**JUDGES GUILD DELUXE
COLLECTOR'S EDITION VOL. 2**

This huge collector's edition volume is printed with a page size of 13" wide x 18" tall. This second volume in the series celebrates the works of Jennell Jaquays, including the *Dungeoneer* zines, *Dark Tower*, *The Caverns of Thracia*, *The Book of Treasure Maps*, and more. Scheduled to ship in November 2021.

GMG 4615 \$150.00

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**HAMMER TIME**

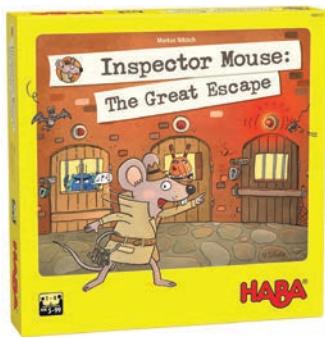
It's Hammer Time! Players are working to collect shiny gemstones in the mine. They'll knock the gemstones off the box using the hammer. To complete their tasks, they need to collect the right number and color of gemstones. But be careful, anyone who knocks too hard will wake Dragomir the Dragon and lose their loot! The first player to completely fill all four of their wagons wins the game. Scheduled to ship in August 2021.

HAB 306212 \$24.99

**MY VERY FIRST GAMES: ANIMAL UPON ANIMAL**

Things are getting wildly wobbly as the animals create a big stacking tower. Who will climb on whom? The die decides. But whether the animal stack stays standing or not is up to the players. They stack *Animal upon Animal* in three new games for young stackers. In the third game, they work cooperatively to race against the crab, training their dexterity skills with play. May the best stacker win! Scheduled to ship in September 2021.

HAB 306069 \$29.99

**INSPECTOR MOUSE: THE GREAT ESCAPE**

The convicts are planning a jailbreak! Inspector Mouse is on their trail, but he needs the detective skills of the players to figure out who was the last crook in the cell with the escape tunnel. If the players are able to correctly identify the criminal that triggered the alarm, they'll have foiled the escape attempt. The player who stops the most escapes wins. Scheduled to ship in August 2021.

HAB 306113 \$19.99

**MY VERY FIRST GAMES: OFF TO BED**

It's time to go to bed! But the rabbit, bear and cat are unable to settle down because their beds, pillows and covers are all muddled up. What's more, the animals each want their favorite stuffed toy. If the children have good powers of memory and a bit of luck in turning over the tiles, they can succeed in getting their animal into bed first. Scheduled to ship in August 2021.

HAB 306247 \$14.99

THE KEY: THEFT AT CLIFFROCK VILLA

There has been a shocking string of robberies at Cliffrock Villa. Valuable works of art have been stolen! The players start their investigations and combine clues about the perpetrators, time of the crimes, stolen items, and escape plans. They need to generate the right number code to put the thieves behind bars. In the end, it's not necessarily the fastest investigator who wins the game, but the most efficient one. Scheduled to ship in September 2021.

HAB 306449 \$29.99

**RUN: CIVIL WARFARE EXPANSION**

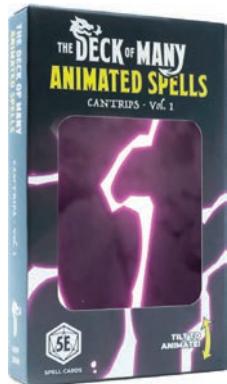
In this expansion, players truly begin to understand the true meaning of retribution! Players will be introduced to a new class of cards, which when added to the fray allow for a plethora of measures of attacking your friends and seeking who can outlast! In this play mode, the rules adjust slightly. Rather than having a cooperative game, instead the dungeon boss has agreed that the last remaining ally is granted free passage, so long as they force their comrades into the ranks of peril... As always, new bosses enter the dungeon with each new expansion. Scheduled to ship in July 2021.

HNW RU003 \$9.99

**RUN: VILLAINS & VIGILANCE EXPANSION**

In this expansion, villains and fiends infiltrate the dungeon, causing randomized battles, whereby you and your team will have to properly balance your speed, strength and damage to overpower those who would stand between you and escape. Players arm themselves with weapons and special impact cards to overcome their foes! The villains are not intended to deal physical damage to the players; instead, they either slow or speed the allies, adding an additional element to the game. Of course, any good expansion would not be complete without a new themed boss and maybe even a new ally to join the fray! Scheduled to ship in July 2021.

HNW RU004 \$9.99

HIT POINT PRESS**ANIMATED SPELLS (5E)****ANIMATED CANTRIPS**

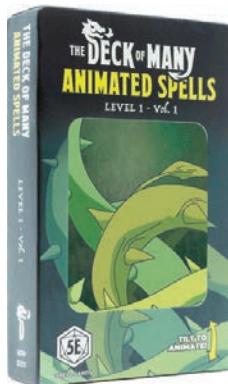
The *Deck of Many Animated Spells - Cantrips Volume 1* brings all your favorite low level spells out of the book and onto the table. From Acid Splash to Vicious Mockery, see your spells explode off the card with a tilt of your hand.

HPP D010 \$29.99

**ANIMATED THINGS**

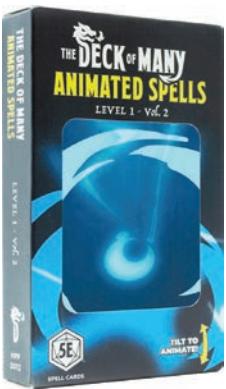
The *Deck of Many Animated Things* is the classic magical artifact brought to life. Allow your players to draw from the real deck, and see their fate animate before them with a simple tilt of the card. Will it be riches or ruin? Ultimate power or total annihilation? Let the deck decide. Who said doom couldn't be fun?

HPP D009 \$29.99

**LEVEL 1 VOLUME 1**

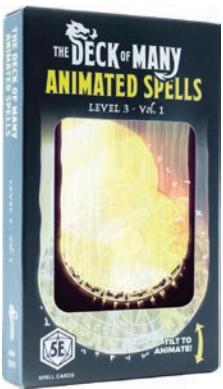
The *Deck of Many Animated Spells - Level 1 Volume 1* powers up your first level spells by bringing them to life in your hand. Whether you want to trap your enemies with Entangle, or hide yourself in plain sight with Disguise Self, there is something here for every spellcaster!

HPP D011 \$29.99

**LEVEL 1 VOLUME 2**

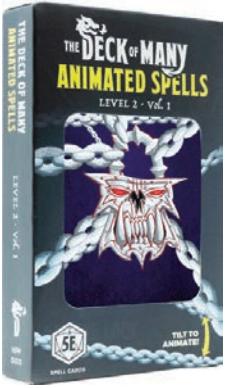
The Deck of Many Animated Spells - Level 1 Volume 2 has even more powerful level 1 spells so you can knock back your foes with Thunder Wave or track them down with Hunters Mark. No caster should do without!

HPP D012\$29.99

**LEVEL 3 VOLUME 1**

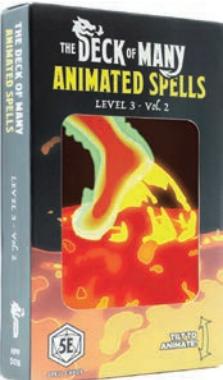
The Deck of Many Animated Spells - Level 3 Volume 1 lets you conjure your favourite third level spells with a flick of your wrist. Whether you want to trap creatures inside your Magic Circle or spy on them from afar with Clairvoyance, the power is yours to wield!

HPP D015\$29.99

**LEVEL 2 VOLUME 1**

The Deck of Many Animated Spells - Level 2 Volume 1 is bursting with second level spells with amazing animated effects. Have treasure to keep safe? Try Arcane Lock! Down in a dungeon? Better prepare Find Traps! No matter the situation, there's a spell here for you!

HPP D013\$29.99

**LEVEL 3 VOLUME 2**

The Deck of Many Animated Spells - Level 3 Volume 2 expands your third level spell list with even more animated effects. Whether marching across water and lava with WaterWalk, or invigorating your fallen allies with Revivify, anyadventuring party will be keen to have you on their side.

HPP D016\$29.99

**LEVEL 2 VOLUME 2**

The Deck of Many Animated Spells - Level 2 Volume 2 expands your collection of second level spells, putting their right power right in your grasp. Blast your opponents with Scorching Ray, or slip past them unseen with Invisibility the options are endless!

HPP D014\$29.99

**LEVEL 4 VOLUME 1**

The Deck of Many Animated Spells - Level 4 Volume 1 puts powerful fourth level magic spells at your command. Whether you're keeping watch on your foes with Arcane Eye, or turning them into beasts with Polymorph, you'll find a variety of spells for every spellcaster!

HPP D017\$29.99



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**LEVEL 5 VOLUME 1**

The Deck of Many Animated Spells - Level 5 Volume 1 puts powerful magics into the palm of your hand. Bend creatures to your will with Hold Monster or rewrite someone's history with Modify Memory. Potent spells for every spellcaster!

HPP D018 \$34.99

**VOL. 2**

The Deck of Many and The Griffon's Saddlebag continue to deliver another set of 50 illustrated item cards from the Saddlebags collection. These creative new items are designed to open up new opportunities for roleplay and combat while staying balanced and fun to use at the table.

HPP D020 \$21.99

**VOL. 5**

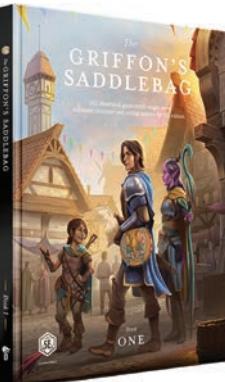
The Deck of Many and The Griffon's Saddlebag bring you the fifth volume of cards from the Saddlebags growing collection of magic items that are tailored to fit your 5e campaigns. These game-ready and fun magic items are the perfect supplement to flesh out your characters' adventures.

HPP D025 \$21.99

HUMBLEWOOD (5E)**ANIMATED SPELLS**

Birdfolk and humblefolk rejoice! Animated spells are now available for all the spells from the Humblewood Campaign Setting.

HPP D022 \$14.99

**BOOK ONE**

This lushly printed hardcover book is filled with 365 magic items that have been designed, illustrated, and balanced for Fifth Edition by The Griffon's Saddlebag. Fill your campaign with exciting new magical items, such as the dragon tamer's lance or catnip amulet, and reward your players with treasure as unique as their characters. Each item has also been carefully organized into easily searchable charts and random treasure tables.

HPP B002 \$49.99

**VOL. 3**

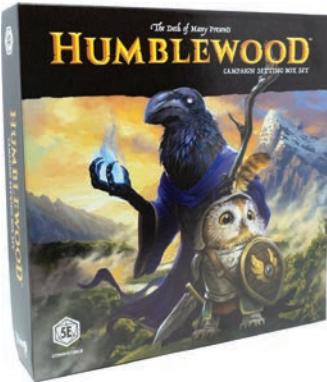
The Deck of Many and The Griffon's Saddlebag bring you another deck of 50 new items from the Saddlebags roster of inventive new weapons, armor, potions, and more. These items are designed with flavor and gameplay in mind and are sure to be a perfect reward for your campaigns' adventures.

HPP D023 \$21.99

**VOL. 6**

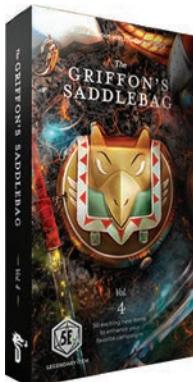
The Deck of Many and The Griffon's Saddlebag present the next 50 illustrated magic items from the Saddlebags collection. These magic items have been carefully balanced for Fifth Edition to fit seamlessly into your favorite campaigns and provide exciting new rewards for your unique characters.

HPP D026 \$21.99

**BOX SET**

Contains the Humblewood Campaign setting Hardcover Book, Reference cards, Maps, and Cardboard Standees

HPP S001 \$79.99

**VOL. 4**

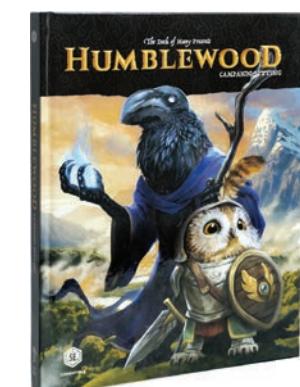
The Deck of Many and The Griffon's Saddlebag produce yet another 50 illustrated cards from the Saddlebags collection of exciting new items for your favorite 5e campaigns. These flavorful and game-ready weapons and items are a perfect addition to any and all adventuring party's potential loot.

HPP D024 \$21.99

**VOL. 7**

The Deck of Many and The Griffon's Saddlebag continue to bring you the next 65 illustrated item cards and wrap up the Saddlebags' first year of magic items. These flavorful and game-ready weapons, armor, and more are a perfect addition to any Fifth Edition party's adventures.

HPP D027 \$21.99

**CAMPAIN SETTING BOOK**

Humblewood is an exciting new Campaign Setting for 5e D&D that includes ten original player races, new monsters, magic items, and a compelling adventure for 1st to 5th level characters.

HPP B001 \$49.99

**MINI - 4'X4' ASPECT OF FIRE**

HPP M007 \$40.00

**MINI - BANDIT COALITION**

HPP M002 \$30.00

**MINI - BEASTS OF THE WOOD**

HPP M005 \$30.00

**MINI - BONEYARD BIRDS**

HPP M006 \$30.00

**MINI - CITIZENS OF ALDERHEART**

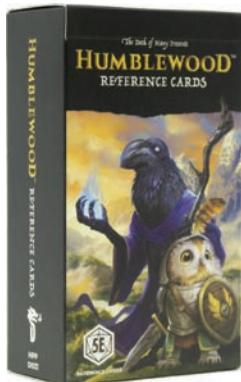
HPP M004 \$30.00

**MINI - HEROES OF HUMBLEWOOD**

HPP M001 \$30.00

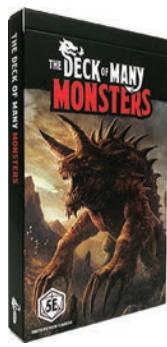
**MINI - HUMBLEFOLK**

HPP M003 \$30.00

**REFERENCE CARDS**

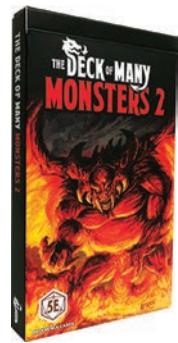
Bring *Humblewood* to your worlds! Full of new monsters, npcs, magic items and spells, no 5e game can do without this added level of charm!

HPP D021 \$24.99

**MONSTERS 1**

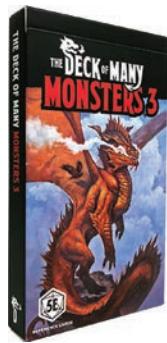
The Deck of Many is a tool used to assist Game Masters in their D&D 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.

HPP D001 \$15.99

**MONSTERS 2**

The Deck of Many is a tool used to assist Game Masters in their D&D 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.

HPP D002 \$15.99

**MONSTERS 3**

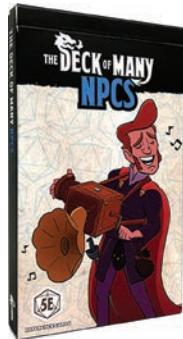
The Deck of Many is a tool used to assist Game Masters in their D&D 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.

HPP D003 \$15.99

**MONSTERS 4**

The Deck of Many is a tool used to assist Game Masters in their D&D 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.

HPP D008 \$15.99

**NPCS**

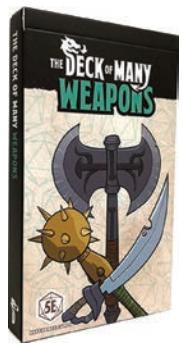
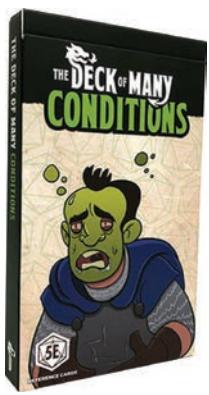
The Deck of Many is a tool used to assist Game Masters in their D&D 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.

HPP D006 \$15.99

**THINGS**

The Deck of Many *Things* is a wondrous item in D&D. A 22 card deck with powerful effects with every draw of a card. Do you dare risk your life, soul or mind at a chance for riches and enlightenment? Each card features original artwork and easy to reference information.

HPP D004 \$15.99

**WEAPONS**

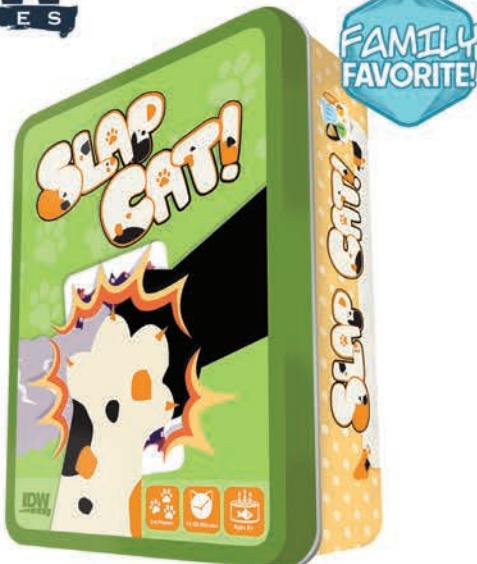
The Deck of Many Weapons is a tool used to assist Game Masters in their 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.

HPP D005 \$15.99

THE DECKS OF MANY (5E)**CONDITIONS**

The Deck of Many Conditions is a tool used to assist Game Masters in their 5e role-playing campaigns. Did one of your players get poisoned? Give them a card so they can't forget what it means and how it affects their play! Each card features original artwork and easy to reference information.

HPP D007 \$15.99

FAMILY
FAVORITE!**SLAP CAT!**

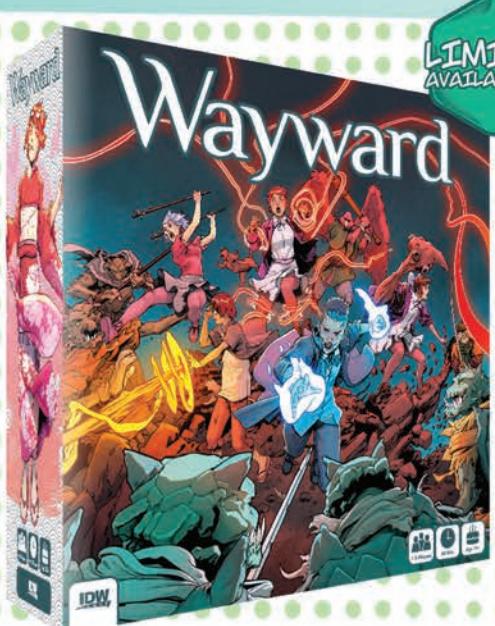
In *Slap Cat!*, you play as a mad scientist attempting to assemble the world's most adorable cat! Draft cards by quickly slapping them as they are revealed. Earn bonus points for kitty fedoras, bows, balls of yarn, and more. But be careful, slap too slow and you could be left with a hand full of fishbones!

- 100 adorable Cat Cards
- Collectible Tin Packaging
- Fast-Action Family Card Game!



IDW 01224.....\$19.99

DESIGNER: JAMES M. WAYNE

AVAILABLE NOW!LIMITED
AVAILABILITY!

Designed by Jon Gilmour and based on the comic series by Jim Zub & Steven Cummings, *Wayward* is a cooperative game for one to five players. Each player takes on the role of a teenager with newly found supernatural abilities, fighting for their own survival and to prevent the Weave, the hidden threads of power and destiny that guide our world, from unraveling. Choose one of five different scenarios to play, each with unique rules, components, and win conditions, then work together to defeat swarms of Yokai and shut down their places of power!

- A cooperative threat management game based on the popular comic series!
- Includes five scenarios with unique objectives
- Game design by Jon Gilmour (*Dead of Winter* & *Dinosaur Island*)



IDW 01486.....\$59.99

AVAILABLE NOW!

DESIGNER: JON GILMOUR

AWARD
WINNING!**TONARI**

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, two to four players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist—each player's score is added to their left neighbor's score before determining the winner!



IDW 01656.....\$29.99

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST/COVER: KWANCHAI MORIYA**AVAILABLE NOW!****WAYWARD**

Designed by Jon Gilmour and based on the comic series by Jim Zub & Steven Cummings, *Wayward* is a cooperative game for one to five players. Each player takes on the role of a teenager with newly found supernatural abilities, fighting for their own survival and to prevent the Weave, the hidden threads of power and destiny that guide our world, from unraveling. Choose one of five different scenarios to play, each with unique rules, components, and win conditions, then work together to defeat swarms of Yokai and shut down their places of power!

- A cooperative threat management game based on the popular comic series!
- Includes five scenarios with unique objectives
- Game design by Jon Gilmour (*Dead of Winter* & *Dinosaur Island*)



IDW 01486.....\$59.99

AVAILABLE NOW!

DESIGNER: JON GILMOUR

**BATMAN: THE ANIMATED SERIES—GOTHAM CITY UNDER SIEGE**

Batman: The Animated Series—Gotham City Under Siege has you and up to four of your friends playing as Batman and his trusted allies. In each round, you'll face off against a set of story cards all inspired by the first season of *Batman: The Animated Series* and roll a pool of dice to complete actions. You'll need to balance between cleaning up the streets of Gotham City and completing story missions in order to protect the city. Let too many civilians fall or buildings be destroyed, and there will be nothing left for Batman to protect!

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features five highly detailed miniatures.



IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO
ARTIST: MATT FERGUSON & TABLETAFFY

AVAILABLE NOW!**HOSTBUSTER/MEN IN BLACK ECTO-TERRESTRIAL INVASION**

In *Ghostbusters/Men In Black Ecto-Terrestrial Invasion*, one to four players each control a team of one Ghostbuster and one MIB agent to defend New York City. Trap Ecto-Terrestrials and complete scenarios while using the latest weaponry & gadgets! All teams must work together to defeat the alien forces, but only one team can be the best. Do you have the mettle to defeat the machinations of Zorg and his minions?

- Mix and match iconic characters from Ghostbusters and Men In Black, each with their own unique abilities.
- 42 Miniatures included + 5 LARGE Boss Miniatures!
- Purchase powerful weapons and equipment with money earned from each mission.
- Choose which missions to play as you progress through the story.
- The Ghostbuster Firehouse Dice Tower spawns Ecto-Terrestrials as the game progresses. Beat the scenario before the last panel is pulled, or it's game over!



IDW 01831.....\$124.99

SEPTEMBER RELEASE!

DESIGNER: PANDA CULT GAMES

**BATMAN: THE ANIMATED SERIES—GOTHAM CITY UNDER SIEGE—MASTERMINDS & MAYHEM**

Batman's enemies were thwarted in *Gotham City Under Siege*, but they've returned with a vengeance in the *Masterminds and Mayhem* expansion! In their latest attack, the Masterminds have brought deadlier weapons, like armored cars and massive explosives, and have taken to the streets to fight alongside their hired goons. The villains' tactics have also improved, with new Rooftop Villains and Act Leader Target mechanics. Don the cape once more and help protect Gotham City from these deadly new threats!

- The first expansion to the award-winning game featuring custom artwork.
- All-new Mastermind cards, including *The Joker*, *Two-Face*, and *The Riddler*.
- Additional ability cards plus new villains on the rooftops and Act Leader mechanics.



IDW 01808.....\$14.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO
ARTIST: JACK LAWRENCE & TABLETAFFY

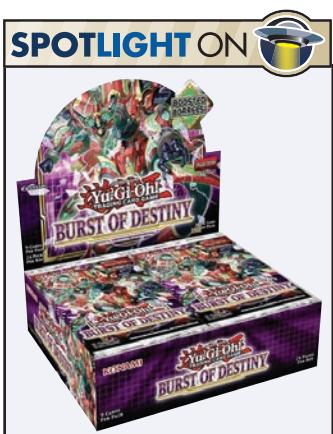
AVAILABLE NOW!



Juzo and Rize. Whether you are a mere human, a ghoul, or an investigator: roam the streets of Tokyo, keep your identity a secret, investigate, and cover your tracks. It is up to you to uncover the other players' real natures and come out on top. In the hostile environment, always keep in mind: Everyone you run into might be a killer!

GGD JPG705 \$40.00

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: BURST OF DESTINY BOOSTER DISPLAY (24)

Burst of Destiny, the latest core booster for the Yu-Gi-Oh! Trading Card Game explodes onto the scene this fall! This 100-card set introduces multiple brand-new themes as well as 2 new Borrel monsters including the very first Ritual Monster for this iconic series of monsters from Yu-Gi-Oh! VRAINS! You can even find ways to revitalize famous cards from the past, like a whole new strategy based on the many Penguin monsters that have existed in the Yu-Gi-Oh! TCG since 2002. Burst of Destiny is filled to the brim with high-octane strategies that are ready to blast into Duelists Decks! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85467 \$95.76

TOKYO GHOUL: BLOODY MASQUERADE

In downtown Tokyo, ghouls are on the move, and they can only quench their thirst with coffee and their bloodthirst with human flesh. Humans are easy prey, but the investigators from the fearful CCG are on the lookout. Their job: make the ghouls out in the crowd and hunt them down. In this bluff-and-deduction board game, play as one of 15 different characters from the anime, including Kaneki, Touka, Juzo and Rize.

Whether you are a mere human, a ghoul, or an investigator: roam the streets of Tokyo, keep your identity a secret, investigate, and cover your tracks. It is up to you to uncover the other players' real natures and come out on top. In the hostile environment, always keep in mind: Everyone you run into might be a killer!

GGD JPG705 \$40.00

LEDER GAMES



FORT: CATS AND DOGS EXPANSION

You've begged and pleaded with your parents and finally... it's time to get a pet! This expansion to *Fort* adds two modules: Dogs and Cats. You can use one or both. Dogs are loyal. If you play one, it will (usually) go stay in your doghouse. But they're fussy: you can only play a dog if you meet its needs. Neglect a dog, and it'll wander off. At the end, whoever has the most dogs in their doghouse scores seven points! Cats are fickle. Their actions happen at specific times, and they move around a lot. Cats will be attracted to a different player if their Yard has cards of specific suits, even if the cat's current owner has them too. The more cats you have at the end of the game, though, the more points you score. Scheduled to ship in October 2021.

LED 02001 \$12.99

QUESTLINGS RPG: ESSENTIALS PACK

Includes everything you need to play: Questlings: RPG book, 1 Map (11" x 17"), 6 Double-sided Bookmarks, 6 Dry Erase Player Sheets (pregen on one side, blank on the other), 13 Dice (6x D6, 6x D8 and 1x D20) Scheduled to ship in September 2021.

LTM 101 \$45.00



QUESTLINGS RPG: SO YOU WANT TO BE A PALADIN

In the So You Want To Be A... series of children's books, the characters find themselves looking at what they aspire to be without realizing that they may already embody the ideals of those to whom they look up. Each story is a heartwarming tale that sees our characters on journeys that involve friendship, heart, and being true to oneself. Scheduled to ship in September 2021.

LTM 110 \$14.99



LORESMYTH



HEROIC CHALLENGES: CORE SET

Heroic Challenges cards are for both GMs and Players, which augments game sessions with engaging challenges and rewards. Discover hundreds of prompts that encourage creative play, deepen character choices and give rewards that go beyond gold and XP. Add an exciting new dimension to your roleplaying games, without railroading players or sidelining the GM.

NRG LORE-HC-CS \$30.00



HEROIC CHALLENGES: POWER & PROWESS EXPANSION DECK

Heroic Challenges cards are for both GMs and Players, which augments game sessions with engaging challenges and rewards. Discover hundreds of prompts that encourage creative play, deepen character choices, and give rewards that go beyond gold and XP. Add an exciting new dimension to your roleplaying games, without railroading players or sidelining the GM. This expansion deck consists of 25 Challenge cards and 25 Reward cards, each with multiple-choice options.

NRG LORE-HC-PAP \$15.00



HEROIC CHALLENGES: VICE & VIRTUE EXPANSION DECK

Heroic Challenges cards are for both GMs and Players, which augments game sessions with engaging challenges and rewards. Discover hundreds of prompts that encourage creative play, deepen character choices and give rewards that go beyond gold and XP. Add an exciting new dimension to your roleplaying games, without railroading players or sidelining the GM.

NRG LORE-HC-VAV \$15.00

LETIMAN GAMES



QUESTLINGS RPG

In *Questlings RPG*, players will play as two characters: one as your kid form and one as the Inner Hero your child aspires to be! The game guides players through a map accompanied by a storybook to give them a framework for roleplaying and building a story together, making it easy for players new to RPGs and new GMs to run a game as well! Scheduled to ship in September 2021.

LTM 100 \$19.99



MANTIC ENTERTAINMENT

**OVERDRIVE**

It's time to hit the arena, Coach! Draft your team and get ready to face-off in one of six different action-packed game modes. Pass the bomb, capture the flag or fight to become king of the hill - but knowing when to unleash your players' powerful OverDrive move will be key to coming out on top. Whatever you do, don't go down without a fight! OverDrive features an exciting drafting mechanic that means you never quite know what players you'll have on your team each game. Take it in turns to choose the players you want in your roster to create your dream team before heading into the arena. Advanced drafting rules open up even more tactics as both coaches vie for their favourites! Scheduled to ship in September 2021.

MGE MGODM101 \$75.00

**OVERDRIVE: COACH ABILITIES AND SPONSORSHIP CARDS**

The Coach Abilities and Sponsorship Deals card deck is a handy reminder for those deals and abilities gained when playing in your OverDrive league. Scheduled to ship in September 2021.

MGE MGODM102 \$18.00

**OVERDRIVE: RIVAL PACK - TIGRAX VS SHADOW**

Expand your Overdrive roster with the Tigrax Vs Shadow Rival Pack. Scheduled to ship in September 2021.

MGE MGODM201 \$35.00

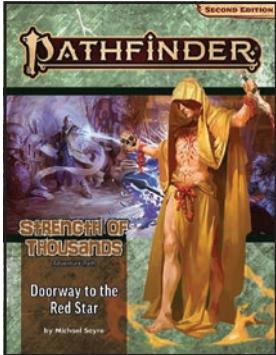
NERDY PUP GAMES

**DUNGEON DATE**

Date an owlbear, make friends with a gelatinous cube, backstab your best friend's orc boyfriend! Dungeon Date is a fast, fun card game for 1 to 4 fresh-faced adventurers. Build an outfit of stylish adventuring gear, then use your sweet look to romance, befriend, and slay a dungeon-full of monsters! Each turn, players choose and reveal action cards, visiting one of four dungeon doors to encounter monsters in the dungeon. Romance, befriend, or slay the monster you encounter by matching the style symbols for that action on the monster card. Plan carefully around the other adventurers in the dungeon — if you visit the same door, you must fight, comparing fight values from your current action card plus the card you played on the previous turn.

NPG 0003 \$29.95

PAIZO PUBLISHING

**PATHFINDER RPG: ADVENTURE PATH - STRENGTH OF THOUSANDS PART 5 - DOORWAY TO THE RED STAR (P2)**

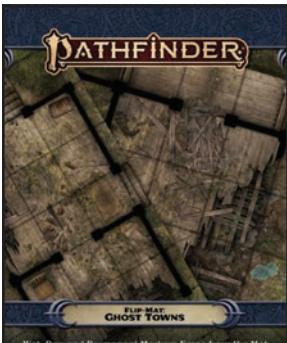
Doorway to the Red Star is a Pathfinder adventure for four 15th-level characters. This adventure continues the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from humble magic academy students to become influential teachers, and ultimately decide the fate of the Magaambya. This adventure also details people, places, and monsters of Akton, the Red Planet, a fabulous setting for sword-and-sorcery escapades! Scheduled to ship in November 2021.

PZO 90173 \$24.99

**PATHFINDER RPG: ALCHEMY DECK (P2)**

Just as an alchemists formula book holds the key to crafting alchemical items, the Pathfinder Alchemy Deck contains cards for every alchemical item from the Pathfinder Core Rulebook and the Advanced Player's Guide. Each card holds the items statistics, a description, and a beautiful full-color illustration so you can see every item in your collection! Whether you're a GM building an alchemists stall or a player assembling a formula book, the Alchemy Deck keeps your reagents at your fingertips! Scheduled to ship in November 2021.

PZO 2228 \$22.99

**PATHFINDER RPG: FLIP-MAT - GHOST TOWNS**

People once lived here, but today their homes are abandoned. What sorts of perils now lie in wait in these notorious ghost towns? No Game Master wants to put the action on pause to draw every abandoned building or collapsed structure. Fortunately, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Whether the heroes find themselves stumbling across a mysterious town in the wilderness or traveling to a ruined section of the city in search of adventure, this double-sided combat map features two different ghost towns for you to use at your table. Don't waste your time sketching when you could be playing. With Pathfinder Flip-Mat: Ghost Towns, you'll be ready next time your players explore the ruins! Scheduled to ship in November 2021.

PZO 30117 \$14.99

**PATHFINDER RPG: FLIP-TILES - DUNGEON CRYPTS EXPANSION**

Crypts are a staple of monster-infested dungeons, be they haunted by undead or inhabited by living foes. Flip-Tiles: Dungeon Crypts Expansion provides beautifully illustrated 6" by 6" map tiles that can be used to expand your dungeons with a variety of crypts, burial chambers, and catacombs. Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with Pathfinder Flip-Tiles: Dungeon Starter Set, allows you to create crypts quickly! Scheduled to ship in November 2021.

PZO 4093 \$19.99

**NOT FINAL ART
PATHFINDER RPG: FLIP-MAT - LAVA WORLD**

Whether the heroes are surveying a moon dotted with erupting volcanoes or fighting on unstable islands in the middle of an active lava flow, no Game Master wants to spend time drawing every volcanic rock outcropping and lava fountain. Fortunately, with Paizo's latest Starfinder Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use science-fiction set pieces for the busy Game Master. This double-sided map features a river of lava cascading down a cliff face on one side and a bubbling lava lake filling a crater on the other. Don't waste time sketching when you could be playing. With Starfinder Flip-Mat: Lava World, you'll be ready the next time your players discover that the ground is lava! Scheduled to ship in November 2021.

PZO 7328 \$14.99

**STARFINDER RPG: GALACTIC MAGIC HARDCOVER**

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide! Scheduled to ship in November 2021.

PZO 7118 \$39.99


! NEW RELEASE
WILD SPACE

- Combo-tastic card game with charming artwork that attracts players.
- Accessible rules and engaging gameplay.
- Includes solo mode against an AI opponent.

30

1-5

10+

PAN202111 \$29.95

! PRE-ORDER
DINOSAUR WORLD

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeples through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!

60+

2-4

10+

PAN202106 \$59.95


! NEW RELEASE
THE LOOP

- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos!
- Cube placement randomized by dramatic plastic tower!



60

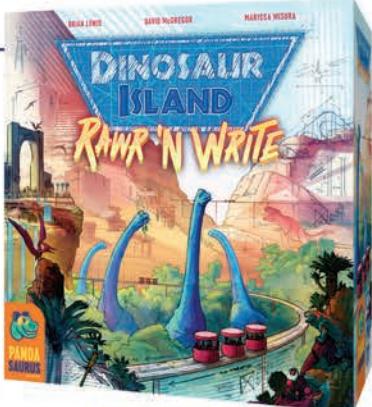
1-4

12+

PAN202110 \$49.95

! PRE-ORDER
DINOSAUR ISLAND: RAWR 'N WRITE

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetromino-shaped attractions and dinosaur enclosures!

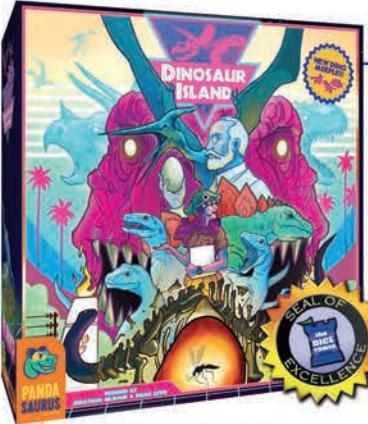


30+

1-4

10+

PAN202107 \$29.95


! BEST SELLER
DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!

60+

1-4

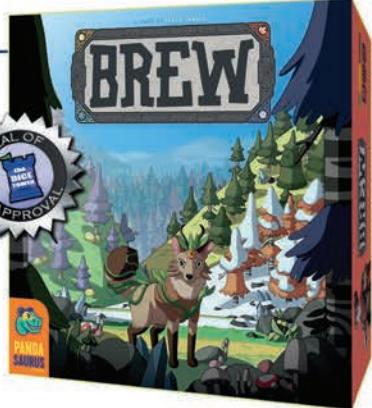
8+

PAN201703

\$59.95

! BEST SELLER
BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



45+

2-4

10+

PAN202108 \$29.95


PANDASAURUS GAMES

WWW.PANDASAURUSGAMES.COM


PRE-ORDER
TREK 12

- Ascend the mountain peaks with this clever roll-and-write!
- By designers Bruno Cathala (*Kingdomino*) and Corentin Lebrat (*Draftosaurus*).
- Enjoy 3 different game modes for campaign, beginner, and solo play!



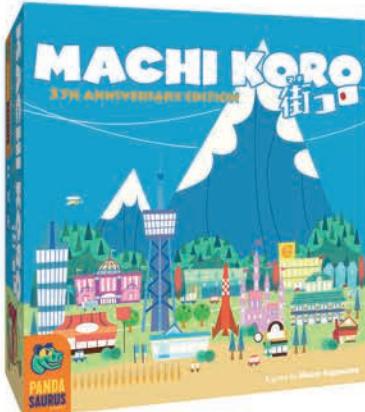
PAN202116 \$29.95

PRE-ORDER
MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 \$29.95


BEST SELLER
MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres* nominee.



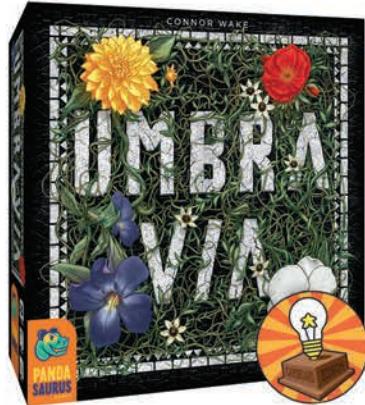
PAN201821 \$29.95

BEST SELLER
MACHI KORO EXPANSION

- Add a fifth player to your games of Machi Koro!
- Adds new ways to play and variable set-up instructions!
- Includes both the Harbor and Millionaire's Row expansions!



PAN201905 \$29.95


UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board
- A game of balance and anticipation!



PAN202011 \$39.95

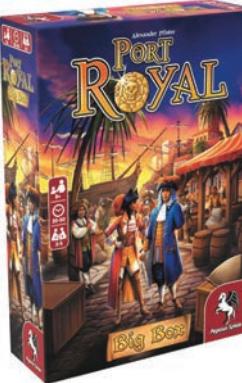
BACK IN STOCK
THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and *Spiel des Jahres* nominee.



PAN201809 \$12.95



**PORT ROYAL BIG BOX**

Embrace the thrill of 17th century Caribbean commerce in this classic economic, push your luck card game with the *Port Royal Big Box* from Pegasus Spiele! This comprehensive new edition combines the award-winning base game with its two expansions, allowing players to also enjoy solo, cooperative, and even campaign games! *Port Royal* lures players into a buccaneers paradise during its heyday, full of danger and excitement. After all, with great risk comes great reward will you become the wealthiest merchant in *Port Royal*? Or will you be left penniless in the end? Scheduled to ship in August 2021.

PSD 18148E \$24.95

POKÉMON USA**POKÉMON TCG****CELEBATIONS COLLECTION - DRAGAPULT PRIME**

Diving at supersonic speeds, Dragapult swoops into your collection as an impressive Pokémon Prime! This powerful collection includes *Pokémon TCG: Celebations* boosters as well as Dragapult Prime and its ghostly stealthcan you strike at just the right moment? If so, dig just a touch deeper and you'll find additional surprises including a binder and more!

PUI 29080938 PI

**CELEBATIONS COLLECTIONS**

Celebrate great teamwork with Charizard and its Trainer Lance, or explore the darker side of Sylvion with a unique look at the Intertwining *Pokémon*! Featuring classic gameplay mechanics from *Pokémon TCG* days past, these two collections include special *Pokémon TCG: Celebations* boosters plus the star *Pokémon V* in both playable and oversize versions. Dig just a touch deeper to find additional surprises in two more *Pokémon TCG* booster packs!

PUI 29080939 PI

**CELEBATIONS MINI TIN****DISPLAY (8)**

In this *Celebations Mini Tin*, you'll find: 2 *Pokémon TCG: Celebations* 4-card booster packs, 1 additional *Pokémon TCG* booster pack, 1 metallic *Pokémon* coin featuring the *Pokémon* 25 logo, and a *Pokémon* art card showing the art from this *Mini Tin*, you can collect and combine all 8! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 21081937 PI

**CELEBATIONS ULTRA-PREMIUM COLLECTION**

This ultimate collection includes a massive set of *Pokémon TCG: Celebations* boosters as well as commemorative Pikachu and Charizard cards made of pure metal, showing these characters as they first appeared in the game! Add booster packs and a guide to game mechanics throughout the history of the *Pokémon Trading Card Game*, plus playable promo cards featuring *Poke Ball* and Pikachu *V* in glimmering etched gold, and then find additional surprises in even more *Pokémon TCG* booster packs!

PUI 29080914 PI

**CELEBATIONS COLLECTOR CHEST**

This sturdy metal case contains more than a dozen special *Pokémon* goodies, including many not found anywhere else.

PUI 21080941 PI

**CELEBATIONS PREMIUM FIGURE COLLECTION - PIKACHU VMAX**

Celebrate *Pokémon* with Pikachu *V* and Pikachu *VMAX*, two takes on one of the best-loved inhabitants of the *Pokémon* world! This premium collection includes a massive set of *Pokémon TCG: Celebations* boosters as well as additional booster packs. Combine all that with an enormous and impressively sculpted commemorative figure of Gigantamax Pikachu, and you have the ultimate Pikachu collection, fully charged up and ready to take on the world!

PUI 29080940 PI

**CELEBATIONS DELUXE PIN COLLECTION**

Celebrate *Pokémon* with the world-famous Pikachu, taking to the waves and the skies on a special pin to commemorate 25 years of good times and great adventures! This well-loved icon of the *Pokémon* world is part of an amazing collection that includes a special promo card featuring Zacian LV.X, a handful of *Pokémon TCG: Celebations* booster packs, and more. Ride the waves and explore the bold blue skies with some of your favorite *Pokémon*!

PUI 29080942 PI

**EEVEE EVOLUTIONS TIN**

Pick the rapid draw power of the Water-type Vaporeon *V*, the electrifying energy of the Lightning-type Jolteon *V*, or the focused flames of Fire-type Flareon *V* in the *Pokémon TCG: Eevee Evolutions Tin*! Each of these colorful tins includes a handful of *Pokémon TCG* treasures, along with a *Pokémon* who's ready to prove itself in battle!

PUI 21080905 PI

**V-UNION SPECIAL COLLECTION**

Introducing *Pokémon V-UNION*: a single powerful *Pokémon* divided into four cards! When you rise to the challenge and put it all together each fantastic *Pokémon V-UNION* brings four amazing attacks into battle at your side. Find more treasures in *Pokémon TCG* booster packs, and prepare to unleash a *Pokémon V-UNION*!

PUI 29080907 PI

**CELEBATIONS SPECIAL COLLECTION - PIKACHU V-UNION**

Celebrate a fun new challenge with Pikachu *V-UNION*: a single powerful *Pokémon* divided into four cards! You'll have to assemble this star player from your discard pile (with the help of Professor Burnet), but once you do, it brings four awesome attacks and impressive HP into battle. This special collection also includes an oversize card showcasing Pikachu *V-UNION* as a single illustration, plus a handful of *Pokémon TCG: Celebations* booster packs. Can you put all the pieces together?

PUI 29080915 PI

**AGATA, QUEEN OF CARNAGE MINION FARROW SOLO, RESIN**

PIP 75092 \$12.99

PRIVATEER PRESS**HORDES****CELEBATIONS ELITE TRAINER BOX**

Celebrate the greatest moments of *Pokémon* over 25 years of adventures alongside favorites from Mew and Ho-Oh to Lunala and Zamazenta! An awesome parade of Legendary *Pokémon* appears, and famous *Pokémon* from the very beginning return to join your collection you can even find Flying Pikachu and Surfing Pikachu as both *Pokémon V* and *Pokémon VMAX*! Join the party with the *Pokémon TCG: Celebations* expansion!

PUI 29080943 PI

MONSTERPOCALYPSE



THE CONDUCTOR MASTERS OF THE 8TH DIMENSION, METAL/ RESIN
PIP 51150 PI



SHRIEKERS AND HOPPER LEGION OF MUTATES UNIT, RESIN
PIP 51149 PI



DEFENDER X G.U.A.R.D. MONSTER, METAL/RESIN
PIP 51146 PI



CYGNAR STORM LT. GWEN KELLER, KNIGHT SOLO, RESIN
PIP 31143 \$12.99



DERVISHES AND TUNER MASTERS OF THE 8TH DIMENSION, METAL
PIP 51151 PI



RETRIBUTION AETERNAE UPGRADE KIT HEAVY MYRMIDON ADD-ON PIECES, RESIN
PIP 35097 \$14.99

REALLY FUN



TRIPLE TONGUE TWISTERS

Play *Triple Tongue Twisters* as you would any traditional Go-Fish card game - but with a twist! Collect a set and turn up the fun! Say the set out loud, 3xs fast. If you succeed keep the set & score points. If your tongue ties LOOK OUT other players may try to win your set. Hilarious fun for the whole family. The player with the most points wins! It's so much fun you will not realize you are perfecting your English pronunciation, enunciation, accent, and memory while playing.

RFU NN008 \$9.97

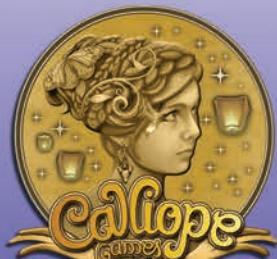
GORGHADRA PLANET EATERS MONSTER, RESIN
PIP 51147 PI



NUMITOR LEGION OF MUTATES MONSTER, RESIN
PIP 51148 PI



Work Together... Or Play Solo!



www.CalliopeGames.com

Game play
20
minutes

Ages
8+
1-6
players

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GAMES

GRM
SEP
2021

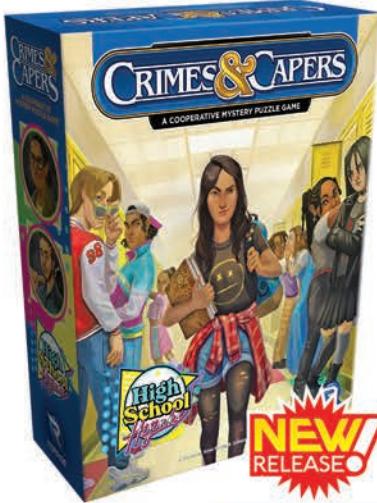
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**NEW RELEASE!**

FAMILY

GRAVWELL 2ND EDITION

- Escape a black hole using limited propulsion!
- Adds unique powers for each ship.
- Increases the player count to 6 players!

RGS02191.....\$45 10+ 2-6 30-45**AUGUST RELEASE!****NEW RELEASE!**

FAMILY

**CRIMES & CAPERS:
HIGH SCHOOL HIJINKS**

- Solve the mystery of your 90's high school friend before she's expelled!
- Combines murder mystery parties with escape room style puzzling.
- Cooperative!

RGS02234.....\$35 14+ 4-6 90**AUGUST RELEASE!****NEW RELEASE!**

FAMILY

**CRIMES & CAPERS:
LADY LEONA'S LAST WISHES**

- Hunt for Lady Leona's hidden treasure!
- Murder mystery meets escape room!
- No special skills or prior knowledge are required!

RGS02235.....\$35 14+ 4-6 90**AUGUST RELEASE!****NEW RELEASE!**

STRATEGY

THE HUNGER

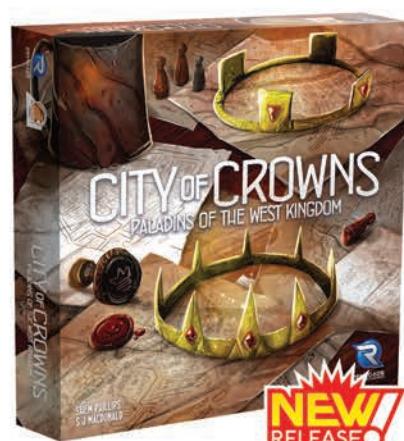
- Race across the board, hunt the most precious prey, and find the eternal rose!
- Hunt the right cards to fit your strategy and build your deck!
- Make sure you're back at the castle before sunrise or get burnt to ashes!

RGS02241.....\$50 10+ 2-6 60**SEPTEMBER RELEASE!****NEW RELEASE!**

STRATEGY

**TRANSFORMERS
DECK-BUILDING GAME**

- Explore the Matrix in this unique deck building experience
- Transform between different modes to battle the Decepticons
- Play competitively or as a solo/cooperative game

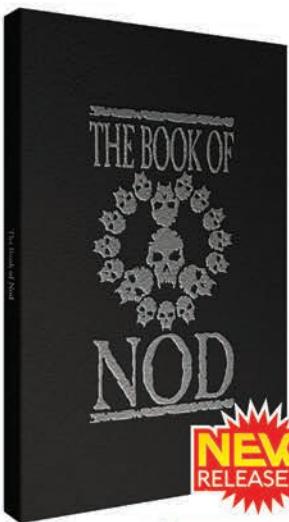
RGS02236.....\$45 13+ 1-5 45-90**AUGUST RELEASE!****NEW RELEASE!**

STRATEGY

**PALADINS OF THE WEST KINGDOM:
CITY OF CROWNS EXPANSION**

- Muster support to defend the city!
- Negotiate with Dukes, Barons, Counts and Margraves to gain aid!
- Updated rules for more challenging solo play!

RGS02252.....\$35 12+ 1-4 90-120**FALL RELEASE!****RENEGADE
GAME STUDIOS**WWW.RENEGADEGAMES.COM

**NEW RELEASE!****ROLE-PLAYING****THE BOOK OF NOD**

- Faux-leatherbound book with silver foil, gilded pages, and a blood-red ribbon
- Rich mythology of the creation of vampires, usable as an in-game prop, clues and Story motivation for players, or as Storyteller inspiration
- Loaded with legacy art from the original printing
- For use with Vampire: The Masquerade 5th Edition RPG

RGS09387.....\$50

MATURE CONTENT

AUGUST RELEASE!**VAMPIRE: THE MASQUERADE STORYTELLER'S SCREEN & TOOLKIT**

- Beautiful artwork that wraps around the outer facing 4 panels of the screen.
- Contains reference tables and key rules.
- Includes a 32-page Storyteller booklet containing tools and advice on creating and running a Vampire: The Masquerade chronicle.

RGS09385.....\$28

MATURE CONTENT

AUGUST RELEASE!1000
PIECE
PUZZLE**NEW RELEASE!****JIGSAW PUZZLE****TRANSFORMERS JIGSAW PUZZLE #1**

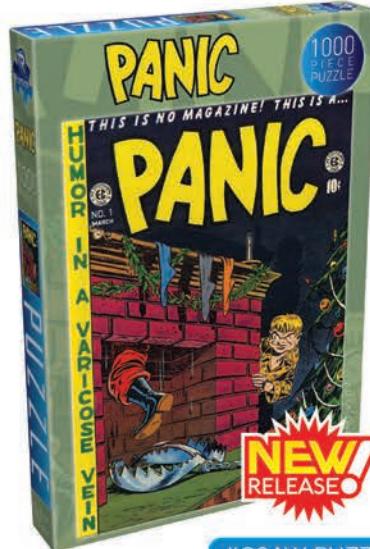
- Features art by Matt Frank from the Transformers Deck-Building Game
- Linen finish and low-dust.
- 1000 pieces

RGS02302.....\$20

AUGUST RELEASE!1000
PIECE
PUZZLE**NEW RELEASE!****JIGSAW PUZZLE****G.I. JOE JIGSAW PUZZLE #1**

- Features art by Robert Atkins from the G.I. JOE Deck-Building Game
- Linen finish and low-dust.
- 1000 pieces

RGS02304.....\$20

AUGUST RELEASE!1000
PIECE
PUZZLE**NEW RELEASE!****JIGSAW PUZZLE****EC COMICS PANIC #1 JIGSAW PUZZLE**

- Features art by Albert B. Feldstein from controversial comic, Panic #1.
- Linen finish and low-dust.
- 1000 pieces

RGS02299.....\$20

AUGUST RELEASE!1000
PIECE
PUZZLE**NEW RELEASE!****JIGSAW PUZZLE****DEAD MEN TELL NO TALES JIGSAW PUZZLE**

- Features art by Chris Ostrowski from the hit game Dead Men Tell No Tales.
- Linen finish and low-dust.
- 1000 pieces

RGS02329.....\$20

AUGUST RELEASE!

SIGNATURE BOARD GAMES



FLIP & FISH

Flip & Fish is a fast paced, competitive 2-4 player game of dexterity, tactics and luck. The goal is to be the first player to catch the required number of trophy fish, which varies by player count. Players take turns rolling or flicking a D12 dice from their jetty towards the cards in the middle, trying to get as close as possible to a target card. When the dice stops, a fish is caught if the dice roll (along with any bonuses) is equal or higher to the catch rate of the closest fish. Players can also use caught fish as bait, and items from the Bait & Tackle shop to increase their chances of catching fish. The game is fast to learn, but offers strategic options as players become more familiar with the game. Scheduled to ship in December 2021.

CYN 01001

PI

SIRIUS DICE

RPG DICE SET (7)

SPOTLIGHT ON



PERSIMMON PUNCH
SDZ 0009-02 \$9.99



SOLID BLACK, GOLD INK
SDZ 0002-03 \$5.99



PINK, GREEN, BLUE
SDZ 0002-07 \$15.99



SUMMER BERRIES
SDZ 0009-01 \$9.99



**RED CLOUD
TRANSPARENT RESIN**
SDZ 0001-09 \$11.99



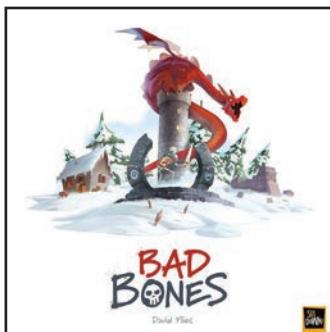
YELLOW, RED TRANSLUCENT
SDZ 0002-06 \$15.99

SIT DOWN

BAD BONES

Hordes of skeletons invade your peaceful realm. To resist them, you must push them off to your neighbors. As soon as a player is eliminated, the game ends. In *Bad Bones*, everyone plays simultaneously on their respective board. Develop the best defenses against the ever-more-numerous skeletons that you can. To defend yourself, wisely combine your traps, and send your hero or dragon into the fray... and above all, survive! Scheduled to ship in August 2021.

SIT 011G..... \$59.99



GRAVITY SUPERSTAR

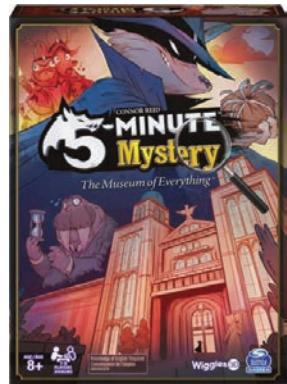
At the edge of known space, the most famous adventurers converge on a strange little planet, uniquely capable of attracting precious stardust with its befuddling gravity. They are there to collect as much of this rare resource as they can, while their rivals constantly try to steal it. What is really original about *Gravity Superstar* is the manner in which the players' pawns move: Each turn, they move one or two spaces, and then they are affected by gravity, which makes them fall until they are stopped by a platform. This effect is made possible by the fact that the pawns are used lying down on the board. Thus, they move up (above their

head), down (below their feet), left, or right. Scheduled to ship in August 2021.

SIT 010G \$39.99



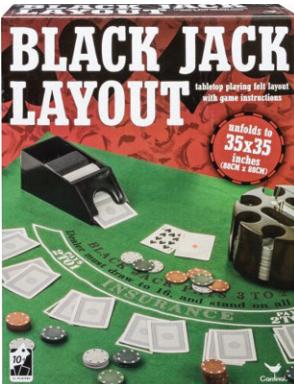
SPIN MASTER



5 MINUTE MYSTERY: THE MUSEUM OF EVERYTHING GAME

You're on the case in this exciting 5-Minute Mystery game. The Museum of Everything needs your help. The curators precious MacGuffin is missing! Work as a team or on your own to search for hidden symbols in each room of the museum, earn clues and match them to discover valuable information about the thief, make an arrest and recover the missing MacGuffin all while the clock ticks down from 5 minutes! Since case files change each time you play, every game is a new mystery. With cool games by 5-Minute Mystery, both kids and adults are sure to have a great time with fun, funny and exciting gameplay.

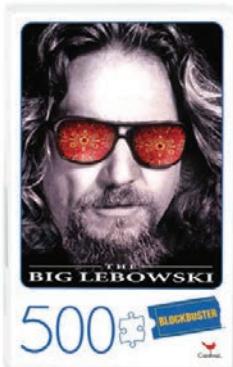
SPN 6060326 PI



DELUXE FELT BLACKJACK TABLETOP LAYOUT

Strike a lucky 21 with this Blackjack table cover. The perfect game activity to keep your party guests entertained at any game night or casino-themed party.

SPN 6029378 PI



THE BIG LEBOWSKI MOVIE 500-PIECE PUZZLE

The golden age of video rentals is back with these retro puzzles in a high-quality, plastic case inspired and designed after Blockbuster's old VHS cases. This 500-piece puzzle features art from the classic Coen brothers film, *The Big Lebowski*. Durable pieces snap together firmly for a great fit and ensure a most satisfying build. These puzzles feature vibrant art that pops, making each puzzle perfect for framing. Jigsaw puzzles are a great way to challenge your problem-solving skills and are a fun activity for the entire family. Measures 18" x 24" when complete.

SPN 6059000 PI



200-PIECE POKER SET IN ALUMINUM STORAGE CASE

Ante up for a fabulous night of casino-style Poker! This portable set features 200 high-quality casino chips in different colors. The set also includes one deck of playing cards and is housed in a sleek aluminum carrying case. You'll always be ready for a tournament with this 200-piece Poker set.

SPN 6029092 PI



THE BLOCKBUSTER GAME

The golden age of video rentals is back! Introducing a brand new fun family game for anyone that has ever seen a movie and just like all great blockbusters, this one's a double bill! This is a game for adults and teenagers alike, but for best results, you'll want to split up into two mixed teams. Its an all-out race to collect a film from every genre and be crowned the new Blockbuster big-shots. With 200 classic movies, 60 category cards and a replica of a Blockbuster parking lot, you'll want to clear a space on your top 10 family party games this is one that's sure to bring the entertainment home again and again.

SPN 6054012 PI



THE CHAMELEON

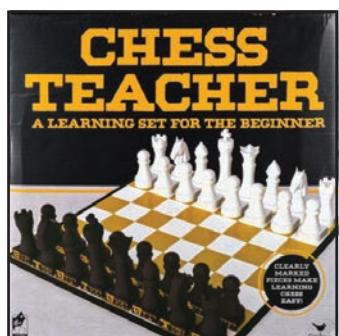
Six players. One word each. Everyone sounded pretty convincing, but someone isn't who they say they are. That someone is The Chameleon. In each round of *The Chameleon*, a secret word is selected from a Topic Card in the middle of the table. Everyone knows what the word is, except for the player with the Chameleon card but which player is it? Using cunning, social deduction and some serious mob mentality, each player shouts out a related word to prove their innocence and tries to track down the impostor. Once everyone's said their piece, the voting begins and the moment of truth arrives. In order to successfully track down the guilty player and win the game, players will have to use all of their teamwork and witch-hunting skills. If you're the Chameleon, however, the rules are much more simple. Don't. Get. Caught.

SPN 6052270 PI

CHESS TEACHER BOARD GAME

Even youngsters can learn the intricacies of the timeless game of Chess with *Chees Teacher*. This unique game set has diagrams printed right on the oversized Chess pieces that show the direction and number of spaces each piece can move. Mastering Chess is fun and challenging with this teacher edition.

SPN 6029787 PI



GIANT SIZED JUMBLING TOWER

Giant Sized Wood Jumbling Tower with 51 oversized wood blocks! Test your skill by removing the blocks piece by piece, but be careful or else the tower will fall! When stacked, the tower measures 34" for giant-sized fun. Gather your friends and family and play inside or outside!

SPN 6030263 PI

UPGRADE YOUR GAME NIGHT



HERE TO
SLAY



UNSTABLE
UNICORNS



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HAPPY LITTLE
DINOSAURS



TIC TAC K.O.
DRAGONS -vs- UNICORNS



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GTM

SEP

2021

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GAMES



HARRY POTTER: POTIONS CHALLENGE

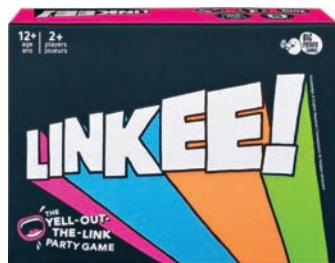
Professor Snape has an assignment for the class: wander the grounds of Hogwarts amassing the ingredients for one potion. Once you have all of your ingredients for the potion, make it back to one of the start spaces first to win! But beware, Argus Filch will be roaming the premises, ready to stop you in your tracks.

SPN 6046766 PI

THE JOKER - DIABOLICAL PARTY GAME

The Joker - *Diabolical Party Game* is the addicting board game that any fan of the *Batman* universe and its colorful characters will love! You're one of 9 Super-Villains attempting to corrupt and control Gotham City. You'll need to stay under the radar if you want to survive until the end! Will you be the last Super-Villain standing or will The Joker come out on top?

SPN 6059797 PI



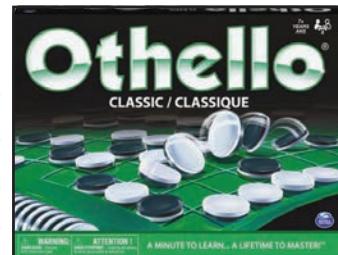
Introducing the world's first super-simple, shout-out family quiz game, specially fitted with anti-genius questions to stop anyone from having a bad time. It's called *Linkee* and it's a family game for kids and adults that does things a little differently from other trivia games. Taking family parties, dinner parties, and good old get-togethers by storm, the aim of the game is to work with your team to answer four questions, then work out what links those answers together. For example, if the answers were George, John, Paul and Ringo the answer would be The Beatles! Get it right and shout *LINKEE* to win a letter. Win enough letters to spell out L-I-N-K-E-E and you'll win the game. Simple!

SPN 6053585 PI

OTHELLO - THE CLASSIC BOARD GAME OF STRATEGY

A minute to learn... a lifetime to master! This classic, internationally-acclaimed two-player light strategy game challenges you to out-think your opponent. Trap and capture your opponents pieces by placing your disks on the board. Every time you "sandwich" one or more of your opponent's pieces you flip those disks to your color. But look out your opponent will try do the same to you! The lead can change with a flip of a disk in this classic, fast-paced strategy game that's often not decided until the very last move.

SPN 6037985 PI



SANTORINI: NEW YORK (STAND ALONE)

In *Santorini: New York*, players step back in time and into the work boots of builders constructing a metropolis at the start of the 1900s. During the game, you'll move your workers around Manhattan, raising buildings and skyscrapers. With thousands of possibilities and unlimited replay value, each round of *Santorini: New York* is exciting and new! Unfold the beautiful game board and challenge your friends and family on game night to construct gorgeous buildings! To prove your skill and claim victory, be the first player to climb atop the tallest building and look down over the city you've built.



SPN 6058826 PI

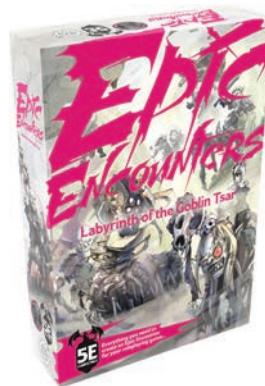
SKETCHY STORIES

Finally! A drawing game for large groups of people who are terrible at drawing! Based on the parlor game *Telephone*, this is one of the best doodling and guessing boardgames for teens and adults around. Just like most party games for large groups, the rules are simple. Everyone chooses a scenario card, then tries to sketch it before passing it on. The next player then writes down what they think the drawing is, then passes it on once again for the next player to draw. By the time everyone's delightful drawings and guesses pass through their friends weird minds, things will have gone horribly wrong. Then its most grins wins!

SPN 6053583 PI



STEAMFORGED GAMES



EPIC ENCOUNTERS:

LABYRINTH OF THE GOBLINTSAR

Descend into the black depths of the Goblin Tsar's labyrinth in your next roleplaying campaign! Inhabitants of nearby villages have been disappearing, consumed by the scuttling darkness lurking in the caves. Can you brave the depths and end the terror? Inside, you'll find everything you need to run an RPG encounter, including 20 highly detailed miniatures, adventure book, and enough prompts and stats to weave an epic tale.

SFL EE-010 PI



GODTEAR: STYX, LORD OF HOUNDS

Styx uses his Shaper skills to master the battlefield and bend the rules of death, drawing enemies into his clutches and weakening their defences. While Styx selects a victim, his hounds can circle an enemy banner and tear it to shreds.

This expansion comes with everything you need to add this dark champion and his followers to your *Godtear* warband, including 4 highly detailed miniatures and 3 profile cards.

SFL GT-023 PI

STEVE JACKSON GAMES



DICE BAG: MUNCHKIN PATHFINDER

Keep the Goblins Away From Your Dice! This satin-lined, drawstring bag features *Munchkin Pathfinder* artwork by Mike Luckas. Measuring 7" x 7", it holds more than 100 dice of all shapes and sizes which will come in handy during your (mis)adventures. Scheduled to ship in November 2021.

SJG 5220 \$12.95

SPOTLIGHT ON



MUNCHKIN FARKLE

Play the classic game of *Farkle* in a whole new way! *Munchkin Farkle* marries the classic dice game with the *Munchkin* sense of humor and stab-your-buddy mentality. Rather than the traditional race to win, *Munchkin Farkle* is a race to win... and make your companions lose! Cheat, curse your friends, and occasionally run away as you push your luck on every roll. Add the most Gold Pieces to your hoard and win!

SJG 4272 \$24.95



TABULA GAMES



MYSTHEA ESSENTIAL EDITION

Survive the mysteries and perils of an ancient planet shaken by bizarre forces. *Mysthea* is the iconic eurogame that launched the *Mysthea* universe, brought to the public in this *Essential Edition*. *Mysthea* is an area management and hand building eurogame from Tabula Games, in which time-tested euro mechanics receive a modern twist and are infused with strong thematic flair. Fight for control of unexplored floating islands, places full of anomalies and strange phenomena. Gather your powers to make entire islands move. Join forces to fight the terrible monsters that inhabit them by creating an army and strongholds on these

new frontiers. Scheduled to ship in November 2021.

TBG B0303.....\$95.00

TAU LEADER GAMES

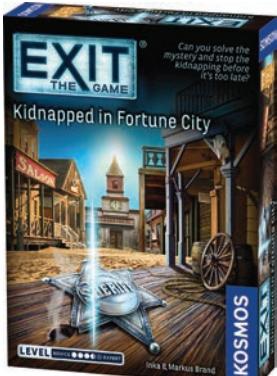
DEEP SPACE D-6: ARMADA

Deep Space D-6: Armada is the standalone co-operative sequel to the best-selling solitaire game *Deep Space D-6: Armada*. It is a co-operative game of space combat and crew management. In each game, the galaxy is being taken over by a malicious regime known as The Federation. Players take on the roles of rebel starship captains who will venture across the galaxy to complete away missions, defend planets from enemy threats, and discover the true source of upheaval. Players are tasked with constructing a powerful starship and assembling a capable crew while managing the growing threat of enemy fleets. If the player's ships are destroyed, the galaxy will be lost forever. Scheduled to ship in September 2021.

TAU ARM019.....\$59.99



THAMES & KOSMOS



EXIT: KIDNAPPED IN FORTUNE CITY

Can you solve the riddles and stop the kidnapping before it's too late? Criminal activity is rampant in the frontier town of Fortune City, and now the sheriff has disappeared without a trace. With precious little time to find him, players need to work together to solve the crime. Over the course of the game, your investigation will lead you through Fortune City, with clues and strange items to be found throughout. You will need to search for answers in the saloon, drugstore, gunsmith, post office, prison, and bank. But in a unique twist, you will decide the order in which you will visit these locations and who you will interrogate along the way. Together with your team, you will collect clues and evaluate the townspeople's testimonies. But will you get the answers you need to rescue the sheriff in time? Scheduled to ship in October 2021.

TAK 692861.....\$14.95

ULTRA PRO

AMY BROWN TREASURE NESTS

Scheduled to ship in August 2021.



BOTTOM OF THE GARDEN

UPI 15810.....PI



MYSTIQUE

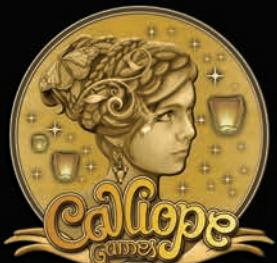
UPI 15811.....PI

GAMES

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Display The Most Dazzling Plume To Win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+
2-6
players

GTM

SEP
2021

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RED QUEEN
UPI 15809..... PI



SISTERS
UPI 15812..... PI



CHARACTER CLAMP - SECURE 1"
MINIATURE DISPLAY
Scheduled to ship in November 2021.
UPI 15755..... PI

MAGIC THE GATHERING CCG
Scheduled to ship in November 2021.



THE LAND STATION
UPI 18405..... PI

POKÉMON TCG: GALLERY SERIES HAUNTED HOLLOW
Scheduled to ship in November 2021.



2' ALBUM
UPI 15801..... PI



4-POCKET PORTFOLIO
UPI 15799..... PI



65CT DECK PROTECTOR SLEEVES
UPI 15802..... PI



9-POCKET PORTFOLIO
UPI 15800..... PI



9-POCKET PRO-BINDER
UPI 15804..... PI



ALCOVE FLIP DECK BOX
UPI 15805..... PI



DELUXE GAMING TROVE
UPI 15806..... PI



FULL VIEW DECK BOX
UPI 15803..... PI



PLAYMAT
UPI 15798..... PI

POKÉMON TCG: SWORD AND SHIELD 8

Scheduled to ship in November 2021.



4-POCKET PORTFOLIO
UPI 15654..... PI

9-POCKET PORTFOLIO
UPI 15655..... PI

UNIQUE BOARD GAMES

HEROPATH: DRAGON ROAR BASE GAME

Heropath: Dragon Roar is a fantasy board game in which heroes venture through an unknown land, discovering new places, fighting monsters and gaining power, skills, gold, arms and resources. This game combines everything you love in a fantasy RPG such as: magic, skills, XP, levels and combat as well as resource management, which takes it to a new, higher level of gaming. In this board game you will need more than war tactics, you will need to use your turn in the best way possible, in order to reach new places, engage in the proper forms of combat and gain skills and resources.



\$59.00

HEROPATH: FIRE & LIGHT EXPANSION

In this expansion we added one more hero (in addition to the hero in expansion 1) + one more hero board and so we actually expanded the game to 6 participants!! This intensifies the game experience and allows to the participants switch characters and refresh the game. The arsenal of clothing and weapons has been expanded into accessories that are suitable for wizards. The hero can throw battle dice which belong

to specific magic and thus increasing the amount of dice which the hero can throw from 2 to 3-5.

UBG HP1EXFIRE..... \$20.00



**HEROPATH: WITH ALLIES EXPANSION**

In this expansion we added one more hero and one more hero board which allows a total of 5 participants which of course intensifies the game experience and allows more people to participate. In order to improve the game experience we added a team of sub-heroes called Allies. Each hero can convince (by increasing his faith) an ally to join him to his journey. The main advantage of this expansion is the variety it gives to

the game, such as: new cards, new tactics, extra accessories and even extra enemies. UBG HP1EXALL1.....\$20.00

UPPER DECK**SPOTLIGHT ON****LEGENDARY DBG: MARVEL - DOCTOR STRANGE AND THE SHADOWS OF NIGHTMARE EXPANSION**

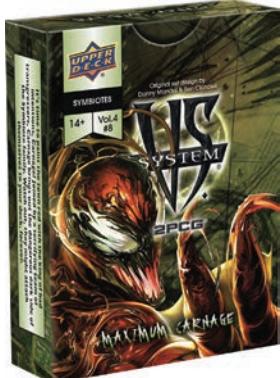
Hunting... Trapping... in the dream dimension, people are stalked by fear. Nightmare, an ageless demon who rules this realm is collecting dream energy from humans and placing the entire world under extradimensional threats from him and his villains. Team up with wondrous heroes and the Master of the Mystic Arts, Doctor Strange in this new *Legendary* expansion where you'll race to power up your deck with the legendary defender before feeding the dream-stalking enemy with unstoppable power! Scheduled to ship in July 2021.

UDC 95192.....PI

**VS SYSTEM 2PCG: MARVEL - SYMBIOTES****LETHAL PROTECTOR (1 OF 3)**

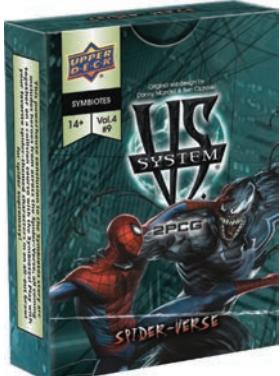
Lethal Protector introduces an all-new team of skillful and powerful symbiotic aliens. They can protect your deck against a frantic frenzy of card battles and defeat your opponents with their symbiotic talents. As the host, you can now bond with them and wield their ultimate powers! Scheduled to ship in August 2021.

UDC 95332.....PI

**MAXIMUM CARNAGE (2 OF 3)**

As the symbiotic story arc continues, Carnage rules! In this second installment of *Vs. System 2PCG*, Carnage will bring an unthinkable level of brutality and chaos to the world of *Vs. System*. Carnage is sure to make your deck stronger with his terrifying talents but at what cost? Scheduled to ship in September 2021.

UDC 95334.....PI

**SPIDER-VERSE (3 OF 3)**

As a fitting conclusion to the Symbiotes story arc, this issue introduces your favorite spider-themed heroes from across the Spider-Verse. Add this tangled web of heroes to your deck and discover their explosive spidey-powers! Scheduled to ship in October 2021.

UDC 95336.....PI

STRATEGY Games

BOBBY HILL



DEFEND THE EMPIRE!

Q2 RELEASE!

- Play as one of six Roman Generals constructing a wall.
- A deeply strategic flip n' write style game
- Set in the North of Britannia in 122 AD.

1-4 players Ages 12+ 60 min RGS02196 MSRP \$55



RENEGADE
GAME STUDIOS



GARPHILL
GAMES

www.renegadegames.com

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**TRIVIAL PURSUIT: NATIONAL PARKS TRAVEL EDITION**

Journey through the National Parks of the United States of America with *TRIVIAL PURSUIT: National Parks*. Trivia questions from 100 years of National Park history will challenge travelers, U.S. history buffs, students and families. Roll the custom die to pick from six categories: Natural Wonders, Battlefields and Historic Sites, Cultural Heritage, Science and Nature, Wildlife and Wildcard. First player to collect 6 cards wins! Hook up the handy travel case by the included carabiner clip for a quick-play trivia game anywhere you're exploring! Scheduled to ship in August 2021.

USO TP025000 PI

VAN RYDER GAMES**BEES: THE SECRET KINGDOM**

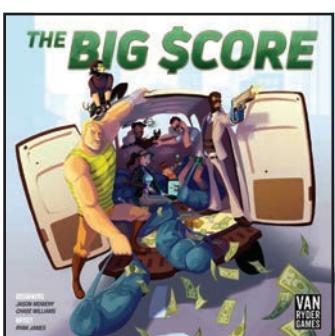
Bees: The Secret Kingdom is a competitive card game with stunning artwork. This simple game has 2 modes: one for families and younger players, and a second, advanced one, for adults. The basic rules are really simple, players can draw two Gathering cards and play one of them to collect resources OR make Honey by spending their gathered resources that match an available Honey card. Players will race to match their resources to score points by making Honey and the player who has the most points at the end of the game wins.

VRG BSK \$24.99

**FRONTIER WARS**

Frontier Wars is an area control and hand management war game where players take control of one of four different factions (US, Russia, Germany, and England) in an alternate history take on World War II. Players will vie for domination on the military front or win a more subversively victory by focusing on researching their own Doomsday Weapon. With 100 miniatures and 90 cards in the base game, and even more in the expansion, there's plenty of game to support conflicts for years to come.

VRG FRW \$59.99

**THE BIG SCORE**

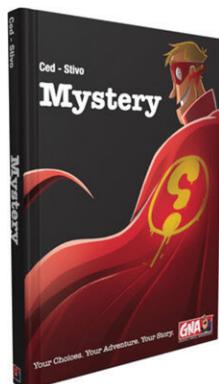
The vault at Centennial City Bank is currently rumored to be holding a record amount of cash, precious diamonds, ancient artifacts, and highly-sensitive digital information. As the boss of one of the city's most notorious crime organizations, robbing that vault for all it's worth is constantly on your mind. There's only one problem—this job is too big for just your crew alone. You're going to need help from some of your biggest rival crime bosses if you want to succeed. Hire your crew, plan the heist, and get ready for the big score! Players risk being busted by the cops as they steal even more loot in an exciting, press-your-luck grand finale inside the vault at Centennial City Bank!

VRG 008 \$49.99

**CAPTIVE**

In *Captive*, you play the role of a cop whose daughter has been taken for ransom. You show up at a mysterious mansion in the country with your gun and the ransom note in hand, determined to find and rescue your daughter... and maybe get some answers in the process. Filled with exploration, puzzles, riddles, and more, *Captive* will hold you captive with its engrossing story and excellent gameplay.

VRG GNA01 \$22.99

**MYSTERY**

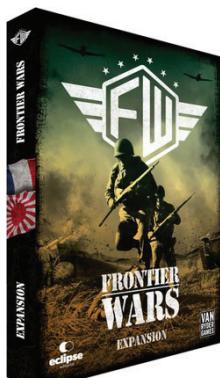
In *Mystery!* you are a new recruit trying to join the Legion of Champions, the most famous super hero group of all-time. You'll have to prove yourself. Experience the trials with Mystery, Miracle Woman, ShadowDark and others in this hilarious and fun filled adventure!

VRG GNA08 \$22.99

**THE CRUSOE CREW**

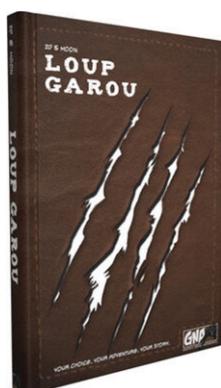
In *The Crusoe Crew* players choose one of four characters to play in an immersive story in which your team's choices guide your progress. Each player has their own graphic novel and their own special talent! The team has a character sheet that tracks your possessions, your coins, and your victory points.

VRG GNACC1 \$29.99

**FRONTIER WARS: FRANCE/JAPAN EXPANSION**

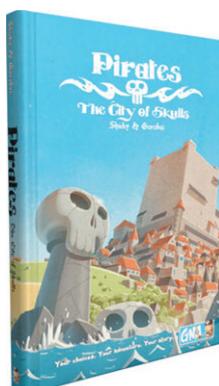
Frontier Wars: Expansion France/Japan brings two very different factions - Japan and France - into *Frontier Wars*, while also allowing for games with up to six players. This expansion also includes a new type of tile (double tiles) and new additional scenarios.

VRG FRWE \$29.99

**LOUP GAROU**

In *Loup Garou*, you play the role of a new werewolf trying to figure out how to control your transformations while uncovering the cause of some strange occurrences in the local town. Featuring a unique combat system and the ability to level up and gain new skills, this book is sure to keep you busy for hours on end!

VRG GNA03 \$22.99

**PIRATES - CITY OF SKULLS**

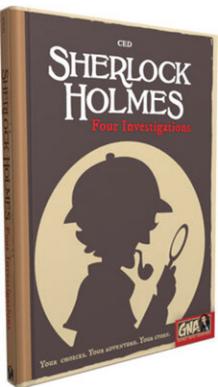
In *Pirates: The City of Skulls*, you'll continue where your adventure left off and explore the bustling pirate town. Will you be able to unlock its secrets and find what you are looking for?

VRG GNA10 \$22.99

**PIRATES - THE GREAT CHASE**

In *Pirates: The Great Chase*, you can choose one of three Pirates with a different set of stats. Your goal? To find the prisoner that just escaped your ship and is swimming toward a nearby island. This is a true treasure hunt and you will really need to keep your eyes peeled for hidden objects along the way! You never know what you'll come across that could be helpful later on!

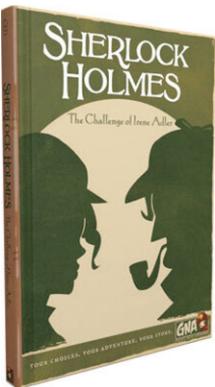
VRG GNA09 \$22.99



SHERLOCK HOLMES

In *Sherlock*, you play the role of Dr. Watson or Sherlock Holmes himself with the task of solving four different, yet somehow connected, investigations. This game book features a unique interrogation system and an innovative way to check your guess without revealing the solutions, so you can play over and over until you solve the cases correctly!

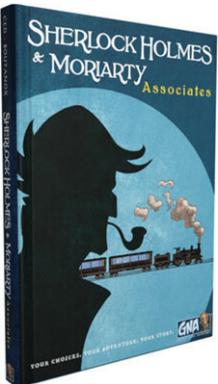
VRG GNA05.....\$22.99



SHERLOCK HOLMES - THE CHALLENGE OF IRENE ADLER

In *Sherlock Holmes: The Challenge of Irene Adler*, there is a new detective in town! Irene is now competing with the Baker Street boys for business. But will she truly be able to rival the skills of Sherlock? Play solo, or head to head against another player each taking on the role of either Sherlock Holmes or Irene Adler. Only by using your wits will you prove yourself to be London's Greatest Detective!

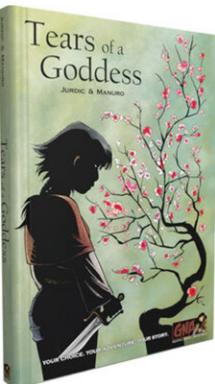
VRG GNA07.....\$22.99



SHERLOCK HOLMES AND MURIARTY - ASSOCIATES

Ready to continue where *Sherlock Holmes: Four Investigations* left off? Well look no further than *Sherlock Holmes & Moriarty: Associates*! In this book, not only can you play as Holmes and Watson, but now you can also choose Moriarty! He's joined the team under peculiar circumstances. Question suspects without fear of offending them knowing your ability to coerce and threaten them will produce useful information! Will you solve the cases with the help of your arch nemesis? And has he really changed his ways? Or is he up to something sinister?

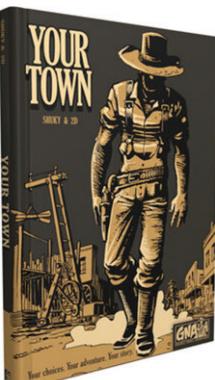
VRG GNA06.....\$22.99



TEARS OF A GODDESS

In *Tears of a Goddess*, you play the role of a Chinese bounty hunter looking to make some cash by finding the stolen "tears of Nuwa" for the town leader. Choose to be a thief, a master of disguise, or to be skilled with thrown weapons and set out to find the thieves in this intriguing adventure.

VRG GNA02.....\$22.99



YOUR TOWN

In *Your Town*, you play the role of the new mayor of a small western town. Will you perish at the hands of outlaws? Or will you lead the town to prosperity? Find out in this unique experience with its unique game play and town building mechanisms.

VRG GNA04.....\$22.99



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Craft Your Story With Lore
And Hidden Strategies.



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+
2-6
players

HOSTAGE NEGOTIATOR**HOSTAGE NEGOTIATOR**

The Fate of the Innocent is in Your Hands! In *Hostage Negotiator*, a solitaire card and dice game, you have the responsibility and the burden of negotiating with an unscrupulous Abductor who has taken hostages. Will you try to calm him and encourage him to surrender? Or stall and bide your time before sending in the team for a Major Extraction? How many hostages will you save? Decide quickly! Time is running out, the threat level is rising, and the Abductor's patience is wearing thin!

VRG 003.....\$24.99

**ABDUCTOR PACK 5**

A cult has turned to violence to push its agenda and to garner more attention. Many in the cult are as much victims as they are culprits. How will you handle the situation when the Abductors are also the Hostages? This 16-card expansion is compatible with both *Hostage Negotiator* and *Hostage Negotiator: Crime Wave*.

VRG AP5.....\$8.99

**ABDUCTOR PACK 7**

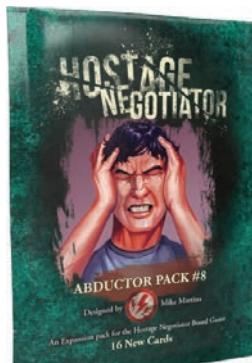
Valerie Stone was another negotiator who was constantly competing with you, but never garnered the accolades or had the level of success that you did. Ultimately, it became too much for her and she's decided the only way to prove she's better than you is to force you to negotiate with her... and she knows just how to accomplish that! This 16-card expansion is compatible with both *Hostage Negotiator* and *Hostage Negotiator: Crime Wave*.

VRG AP7.....\$8.99

**ABDUCTOR PACK 6**

Clyde Seaver's life is in shambles. His wife left him, and in fear of losing his two children he's kidnapped them with the help of his loyal sister, Tina. She has the kids hidden in Becker Swamp and you have to negotiate with the suicidal Clyde and buy your team time to locate the children. This 16-card expansion is compatible with both *Hostage Negotiator* and *Hostage Negotiator: Crime Wave*.

VRG AP6.....\$8.99

**ABDUCTOR PACK 8**

Samuel Xavier, an angry individual on his best days, was involuntarily forced into a rehabilitation clinic for substance abuse. Now that he's going through withdrawal pains in the form of excruciating migraines, he's angrier than he's ever been before! In this challenging expansion pack for *Hostage Negotiator*, you must deal with Sammy's blinding headaches while trying to save hostages.

VRG AP8.....\$8.99

**CRIME WAVE (STAND ALONE & STORAGE BOX)**

In *Hostage Negotiator: Crime Wave* - a standalone expansion to the solitaire game *Hostage Negotiator* - each turn represents a conversation between you and a hostage taker, playing cards and rolling dice to increase conversation points, decrease the threat level, and release hostages. Using the same "hand-building" mechanism found in *Hostage Negotiator*, *Crime Wave* features new Conversation Cards, Terror Cards, Pivotal Events, and all-new Abductors, each with new rules and new demands!

VRG 006.....\$37.99

**DEMAND PACK 1**

This expansion pack for *Hostage Negotiator* comes with 16 new cards that will add new major demands for the original abductors (Arkayne, Donna, and Edward) as well as the abductors from *Abductor Packs 1-4* (Connor, the Pedersen Twins, Lt. Jackson, and Herrera).

VRG GDP01.....\$8.99

**SIEGE STORM****SIEGE MODE**

Siege Storm: Siege Mode is a unique card game that can be played head to head, and also in cooperative and solo modes. Offering fresh, high-quality gameplay and also beautiful design, the game will satisfy even the most demanding players. Season 0 tournaments will be set in 2019 - you can host tournaments at your retail shops with exclusive B&M Retailer only promo cards as prizes. One promo set per copy of the game ordered. Also 2 expansion decks will be available upon release: "Styxia" and "Seraphia".

\$34.99

**SERAPHIA FACTION DECK**

The radiant army of Seraphia is full of pompous Elves and boring do-gooders. They specialize in arts of protection, healing, and control - often outlasting their enemy. And if that fails, they can always hope for one of their overpowered angels to swoop in and slaughter the opponent or even grant you an additional turn.

VRG SS2.....\$12.99

**STYXIA FACTION DECK**

The legion of destruction from the dark realm of Styxia is a perfect place for anyone who enjoys the salty taste of enemy tears. This faction employs many abilities that force the opponent to discard or wreak havoc on his battle lines. And since Styxian minions are expandable, you get many, many opportunities to sacrifice them for greater evil.

VRG SS1.....\$12.99



FEATURED ITEM

INNISTRAD
MIDNIGHT HUNT

MAGIC THE GATHERING CCG: INNISTRAD - MIDNIGHT HUNT

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BUNDLE WOC C89510000	PI
COLLECTOR BOOSTER DISPLAY (12) WOC C89540000	PI
COMMANDER DECK CARTON (4) WOC C89550000	PI
DRAFT BOOSTER DISPLAY (36) WOC C89490000	PI
SET BOOSTER DISPLAY (30) WOC C89530000	PI
THEME BOOSTER DISPLAY (12) WOC C89520000	PI

WIZKIDS/NECA

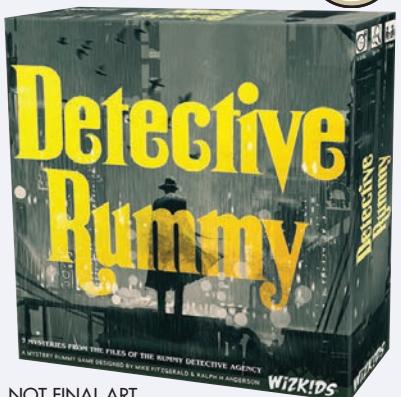
SPOTLIGHT ON



DETECTIVE RUMMY

Detective Rummy is a Rummy-style card game for 2 to 4 players, with a storytelling element revealed in a series of 7 different cases. Players take the roles of Detectives vying to solve the cases and gain fame. The story begins at the legendary Rummy Detective Agency, and each case takes you to various locations to solve a crime, including the diner with the best doughnuts in town, the cozy Quarter to 3 Bar, a ritzy fashion emporium, the circus, the most elite jazz nightclub in town, and more! Scheduled to ship in November 2021.

WZK 87513



NOT FINAL ART

\$64.99

SPOTLIGHT ON



DJ JAZZY JEFF & THE FRESH PRINCE

SUMMER TIME



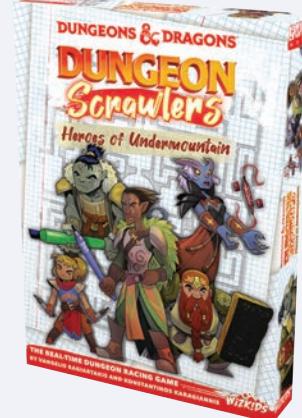
DJ JAZZY JEFF AND THE FRESH PRINCE: SUMMERTIME

DJ Jazzy Jeff and the Fresh Prince invite you to hang with them at the hottest spots in Philly. You will cruise, groove, and unwind across town, trying to vibe with them to prove you're the coolest in the crew. Do you have the energy to keep up with everyone else who has their eyes on the crown? In this quick and clever card game inspired by the classic hit song, players have to outwit each other with a series of tricky decisions, as they try to play Action, Energy, and Boost cards to end up with the most total Energy at a Spot to win it. Whoever has the most points from Spots at the end of the game is the winner! Scheduled to ship in July 2021.

WZK 87540

\$19.99

SPOTLIGHT ON



DUNGEON SCRRAWLERS - HEROES OF UNDERMOUNTAIN

In *Dungeons & Dragons: Dungeon Scrawlers - Heroes of Undermountain*, you and other adventurers are drawn together to delve into Undermountain, an immense underground of dungeons created by the Mad Mage, Halaster Blackcloak. Use your markers to trace your path, defeating Monsters, casting Spells, connecting Artifact Fragments, and collecting shiny Treasure on the way! The round ends when one player defeats that dungeon's mighty Boss, so you only have a few minutes to collect as much loot as possible! The player with the most points after exploring three dungeons is the winner! Scheduled to ship in October 2021.

WZK 87529

\$24.99

SPOTLIGHT ON



EFREETI PREMIUM STATUE

12" resin statue faithfully recreates the Efreeti featured on the cover of the 1st Edition *Dungeon Master's Guide*, but advances the scene to place the sword-wielding knight in the Efreeti's clutches. Scheduled to ship in November 2021.

WZK 96061

\$249.99

SPOTLIGHT ON



SPOTLIGHT ON

GITHYANKI PREMIUM STATUE

12" resin statue that faithfully recreates the Githyanki featured on the cover of the 1st Edition D&D book, *Fiend Folio*. Scheduled to ship in September 2021.

WZK 96058

\$249.99

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SPOTLIGHT ON

**WAND OF ORCUS LIFE-SIZED ARTIFACT**

Life-sized replica of the infamous skull-topped scepter wielded by Orcus, Demon Lord of the Undead. ~30" in overall length. The Wand includes a sturdy wall-mounted display. Images not final. Scheduled to ship in October 2021.

WZK 96083 \$149.99

**DUNGEONS & DRAGONS FANTASY MINIATURES:
ICONS OF THE REALMS SALTMARSH**

Scheduled to ship in October 2021.

SPOTLIGHT ON

**BOX 1**

This set contains: Rip Tide Priest, Sigurd "Snake Eyes", Pirate Captain Punketah, Pirate Deck Wizard, Bloody Bjorn, Pirate First Mate, Sauriv, Koalinth Sergeant, Vampiric Jade Statue. Check out D&D Icons of the Realms: Saltmarsh: Box 1. Contents subject to change. Images not final.

WZK 96062 \$39.99

SPOTLIGHT ON

**BOX 2**

This set contains: Baron Kepmak, Blademaster Makah, High Priestess Thadrah, Krell Grohlg, Mr. Dory, Skum, Thousand Teeth the Devourer. Check out D&D Icons of the Realms: Saltmarsh: Box 2. Contents subject to change. Images not final. Scheduled to ship in October 2021.

WZK 96063 \$39.99

**DUNGEONS & DRAGONS FANTASY MINIATURES:
ICONS OF THE REALMS CURSE OF STRAHD**

Scheduled to ship in October 2021.

FEATURED ITEM

DENIZENS OF BAROVIA

Within the valley of Barovia there are many stories to be told. Local legends say that the Count Strahd Von Zarovich has ruled over this valley for generations and that his land plays host to many powerful beings. Some serve him willingly, and others plot his downfall. Within this box, you will find some of the valley's most terrifying foes, as well as some of its legendary heroes. Excite your players with this collection of 7 highly detailed miniatures and start building your own legendary story today. Contents subject to change



WZK 96107 \$39.99

FEATURED ITEM

**DENIZENS OF
CASTLE RAVENLOFT**

Within the valley of Barovia there are many stories to be told. Local legends say that the Count Strahd Von Zarovich has ruled over this valley for generations and that his land plays host to many powerful beings. Some serve him willingly, and others plot his downfall. Within this box, you will find some of the valley's most terrifying foes, as well as some of its legendary heroes. Excite your players with this collection of 7 highly detailed

miniatures and start building your own legendary story today. Contents subject to change

WZK 96108 \$39.99

SPOTLIGHT ON

**PATHFINDER BATTLES:
RETURN OF THE RUNELORDS**

Pathfinder Battles: Return of the Runelords includes 14 all-new miniatures representing seven of the most iconic villains of Pathfinders Lost Omens setting the runelords of ancient Thassilonas well as seven magical runewells, each keyed to a deadly sin! Characters featured in this set include: Alaznist, Runelord of Wrath, Belimarius, Runelord of Envy, Karzoug, Runelord of Greed, Krune, Runelord of Sloth, Sorshen, Runelord of Lust, Xanderghul, Runelord of Pride, Zutha, Runelord of Gluttony. Scheduled to ship in October 2021.

WZK 97528 \$49.99

WARLOCK TILES

Scheduled to ship in October 2021.

SPOTLIGHT ON

**WarLock
TILES****ACCESSORY - SPELUNKER'S DOCKS**

WZK 16541 \$49.99

**CAVERNS GAME MAT:
SUBTERRANEAN LAKE**

WZK 16542 \$24.99

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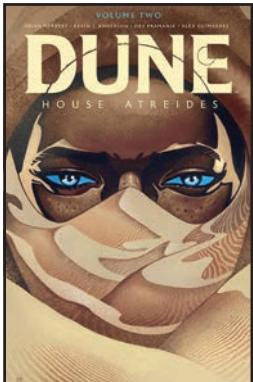
LIVE





GRAPHIC NOVELS

BOOM ENTERTAINMENT



DUNE HOUSE ATREIDES HC VOL 02

The official prequel to the groundbreaking *Dune* continues in the first-ever graphic fiction adaptation of the *New York Times* best-selling *Dune: House Atreides*. Leto Atreides brings news of the revolt brewing on Ix, but the city's leaders make a decision that may threaten everyone, while Crown Prince Shaddam plots to overtake it. Adapted & scripted by Brian Herbert and Kevin J. Anderson, authors of the eponymous prequel novel based on *Dune* creator Frank Herbert's notes, and illustrated by artist Dev Pramanik (*Paradiso*). Collects *Dune: House Atreides* #5-8. Scheduled to ship in November 2021.

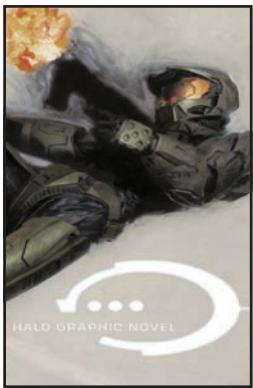
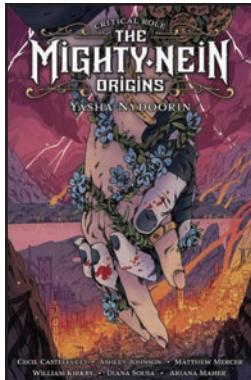
DIA STL193991 \$24.99

DARK HORSE COMICS

CRITICAL ROLE MIGHTY NEIN ORIGINS HC
YASHA NYDOORIN

For Yasha, there has always been a storm on the horizon. Maybe it formed with her adoption by the Dolorov people in the harsh lands of Xhorhas. Or perhaps when she fell for her first love, Zuala. Or still later, when grief and madness drove her from her village and out into—somewhere else. Maybe, on the other hand, Yasha IS the storm. Celebrated writer Cecil Castellucci joins artist William Kirkby, colorist Diana Sousa, and letterer Ariana Maher, with Matthew Mercer and Ashley Johnson of *Critical Role*, to draw back the curtain on the tumultuous past of the Mighty Nein's Yasha Nydoorin. Scheduled to ship in February 2022.

DIA STL192277 \$17.99



HALO GRAPHIC NOVEL TP

This book includes four classic *Halo* stories that expand the deep lore of the *Halo* universe told by some of the finest creators in comic-book history. Artist Simon Bisley and writer Lee Hammock give us the central tale titled '*The Last Voyage of the Infinite Succor*'. Award-winning mangaka Tsutomu Nihei writes and draws a tale of Sgt. Johnson's epic escape in '*Breaking Quarantine*'. Ed Lee, Andrew Robinson, and Jay Faerber team up on a story of technology in the 26th century with '*Armor Testing*'. Finally, Brett Lewis and the world-renowned artist Jean 'Moebius' Giraud round out this one-of-a-kind *Halo* experience with a story that showcases humanity's plight against the Covenant from a unique civilian perspective in '*Second Sunrise Over New Mombasa*'. Scheduled to ship in November 2021.

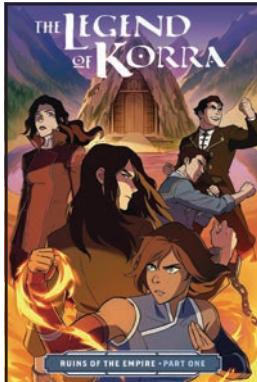
DIA STL192285 \$19.99

LEGEND OF KORRA TP PART 01

RUINS OF EMPIRE

Korra must decide who to trust as the fate of the Earth Kingdom hangs in the balance! Written by series co-creator Michael Dante DiMartino and drawn by Michelle Wong (*Goosebumps: Download and Die!*), with consultation by Bryan Konietzko, this is the official continuation of the beloved television series! Scheduled to ship in November 2021.

DIA STL12493 \$10.99

STRANGER THINGS
YA BOXED SET

Collecting three original *Stranger Things* young adult graphic novels into one boxed set. Featuring an exclusive double-sided poster with covers from the series. Collects *Stranger Things: Zombie Boys*, *Stranger Things: Bully*, and *Stranger Things: Erika the Great*. Scheduled to ship in November 2021.

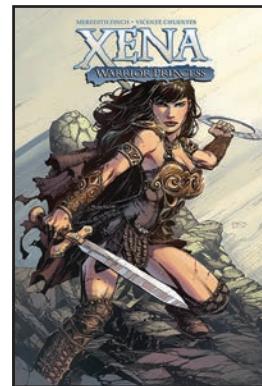
DIA STL197969 \$27.97

DYNAMITE ENTERTAINMENT

XENA TP VOL 01 PENANCE

The path to redemption is never easy, and the journey of a warrior princess seeking to wash the blood of innocents from her hands is no exception. Xena travels to Athens to plead for redemption in the temple of Eleos, but some things can never be forgiven and the shadows of past sins are long. Will Xena find redemption or betrayal waiting for her in the temple of the gods? The power, the passion, the danger... her courage would change the world. Scheduled to ship in November 2021.

DIA STL083090 \$19.99



FANTAGRAPHICS BOOKS

SPOTLIGHT ON

DARKWING DUCK JUST US
JUSTICE DUCKS HC

Here's where the fun begins: A new series featuring awesome 1980s and 1990s comics based on the classic Disney Afternoon TV cartoons! From the pages of Disney Adventures and its Gen-X sister magazines come much-requested feature-length thrillers such as '*Just Us Justice Ducks*' and '*The Legend of the Chaos God*' plus more! Scheduled to ship in November 2021.

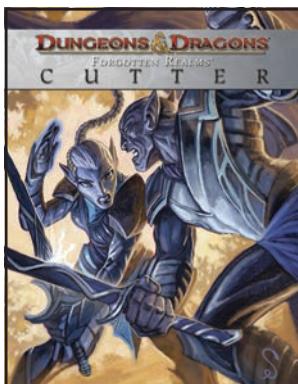
DIA STL178546 \$29.99

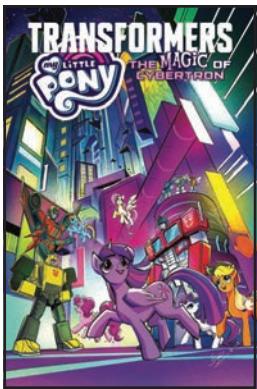
IDW PUBLISHING

DUNGEONS & DRAGONS
CUTTER TP

Teirflin and Doum'veille are half-Drow siblings, locked in competition for the ownership of the bloodthirsty sword Khazid'heh—the Cutter! Their father, the Drow renegade Tos'un—a veteran of battles against the Kingdom of Many-Arrows—is forced to choose his heir but what does the powerful sword have to say on the subject? Scheduled to ship in November 2021.

DIA STK651086 \$19.99





MLP TRANSFORMERS MAGIC OF CYBERTRON TP

More ponies, more bots, and more magical mayhem as two worlds collide in the return of this hit crossover event! While using a modified Spacebridge to bring magic to Cybertron, the Decepticons end up unleashing a more powerful evil from Equestria than they ever could've imagined—looks like the only way out of this one is to team up! New partnerships will have to be created: the Seekers and the Wonderbolts, Applejack and Wildwheel, Soundwave and Octavia—in order to recapture the magic of their first meeting and save the day! All of this and more in the second *My Little Pony/Transformers* crossover! Scheduled to ship in December 2021.

DIA STL198787 \$15.99



STAR WARS RETURN OF JEDI GN ADAPTATION TP

The war between the Rebels and the Empire continues in this latest graphic novel adaptation! Is the Rebellion about to be crushed once and for all? Combines the epic wonder of a galaxy far, far away with streamlined, young-reader friendly designs! Scheduled to ship in November 2021.

DIA STL122654 \$9.99

SPOTLIGHT ON



FAWCETT • MANSION • HOUSER • KUDRANSKI • QUAH • STAGGS

ORPHAN BLACK TP VOL 01

Sarah's life was changed dramatically after witnessing the suicide of a woman who looked just like her. Sarah learned that, not only were she and the woman clones, but there were others just like them, and dangerous factions at work set on capturing them all. Now, the mysterious world of *Orphan Black* widens, with new layers of the conspiracy being peeled back in this miniseries by co-creators John Fawcett and Graeme Manson! Collects issues #1-5. Scheduled to ship in November 2021.

DIA STK681258 \$19.99

STAR WARS THE LAST JEDI GN ADAPTATION TP

Faithfully bringing events from the film to the comic page, *The Last Jedi* follows Rey and Finn as they stare down new challenges while their roles in the Resistance reach new heights. As new dangers approach and old threats emerge, the next generation of *Star Wars* heroes is here! Capturing the galaxy-spanning action of *The Last Jedi*, experience Episode VIII as a beautiful graphic novel combining the epic wonder of *Star Wars* with the streamlined designs of Disney animation. This all-ages graphic novel is a must-read for longtime fans and a great introduction for young newcomers! Scheduled to ship in November 2021.

DIA STL076414 \$9.99



TMNT ONGOING COLL TP VOL 01

Presenting the complete *TMNT* stories in recommended reading order, including one-shots, crossovers, and event series. Everything a beginner could need, everything a diehard could want. Now in paperback for the first time! *TMNT* co-creator Kevin Eastman and writer Tom Waltz guide readers through a groundbreaking new origin and into epic tales of courage, loyalty, and family as the Turtles and their allies battle for survival against enemies old and new in the dangerous streets and sewers of New York City. Collects the first 12 issues of IDW's *Teenage Mutant Ninja Turtles* ongoing series, plus the Raphael, Michelangelo, Donatello, Leonardo, and Splinter Micro-Series one-shots. Scheduled to ship in November 2021.

DIA STL198800 \$39.99



STAR TREK YEAR FIVE TP VOL 01

ODYSSEYS END

The crew of the Enterprise left Earth four years ago. They've traveled to strange new worlds, defeated impossible foes, and made universe-changing decisions. But now, with the end in sight, they'll have to face their biggest challenge yet. Step aboard the Enterprise with Kirk, Spock, Bones, Uhura, Sulu, Scotty, and Chekov as they begin the end of their original five-year mission and boldly go into an uncertain future in this new continuing *Star Trek* series! Collects issues #1-6. Scheduled to ship in November 2021.

DIA STL125052 \$19.99



STAR WARS ADVENTURES OMNIBUS TP VOL 01

Characters major and minor, classic and new, expand the world of *Star Wars* into new territory, telling larger-than-life stories that encapsulate the breadth of the galactic struggle between good and evil for a new generation of fans. For fans of all ages with a mix of old and new characters, *Star Wars Adventures* will appeal to Jedi everywhere, Master and Padawan alike! Scheduled to ship in November 2021.

DIA STL137552 \$29.99



FEATURED ITEM



TRANSFORMERS TILL ALL ARE ONE TP VOL 01

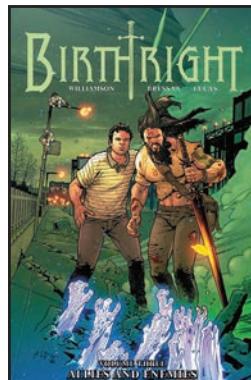
Starscream rules Cybertron. He and Windblade vie for control of the Council of Worlds, each aligning themselves with as many long-lost colonies as they can. But Starscream's secret police keep increasing the tension, destabilizing the fragile peace that has been established. Scheduled to ship in November 2021.

DIA STL021912 \$17.99

**ASCENDER TP VOL 03**

Captain Tesla is doing her best to shake off young Mila and Bandit, but things get harder once an old friend wants to tag along Driller, the Killer Robot! With his faithful companion Mizard the Wizard at his side, Mother and her evil army of vamps may have finally met their match. Meanwhile, Andy struggles to resurrect his lost love Effie from the relentless grasp of the vampire undead. Collects *Ascender* #11-14. Scheduled to ship in November 2021.

DIA STL161548 \$12.99

**BIRTHRIGHT TP VOL 03**

As Mikey and Brennan's quest to hunt Terrenos's worst war criminals intensifies, their parents make deals with new and dangerous allies to protect their sons, but a mysterious foe debuts, threatening to destroy the Rhodes family forever. Collects *Birthright* #6-10. Scheduled to ship in November 2021.

DIA STK698138 \$12.99

**DIE TP VOL 03 GREAT GAME**

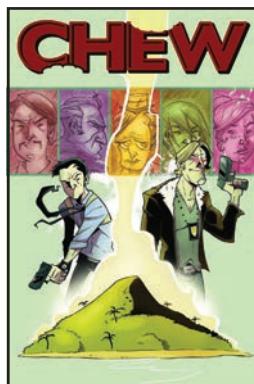
In the world of *Die*, the players are now real players. Countries are their pieces, and the board threatens to run red with blood. Who is the Queen, and who are pawns? Who's playing to win? Who's forgotten what they're playing for? And what will they do when they're reminded of the real stakes? The critically acclaimed dark fantasy smash hit goes epic in its third volume. Collects *Die* #11-15. Scheduled to ship in November 2021.

DIA STL161557 \$16.99

**FIRE POWER BY KIRKMAN & SAMNEE TP VOL 03**

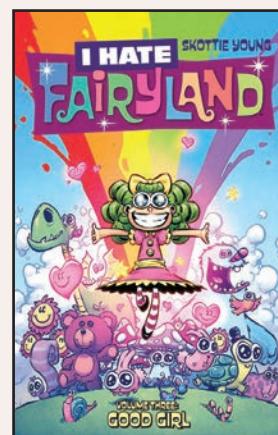
Chou Feng has been defeated, and Wei Lun has retaken control of the Temple of the Flaming Fist. Owen Johnson is now able to return home to his life in St. Louis where everything has gone back to normal... right? No? Oh, dear... what now? Scheduled to ship in November 2021.

DIA STL179402 \$16.99

**CHEW TP VOL 02 INTERNATIONAL FLAVOR**

Tony Chu is a detective with a secret. A weird secret. Tony Chu is Cibopathic, which means he gets psychic impressions from whatever he eats. It also means he's a hell of a detective, as long as he doesn't mind nibbling on the corpse of a murder victim to figure out whodunit, and why. He's been brought on by the Special Crimes Division of the FDA, the most powerful law enforcement agency on the planet, to investigate their strangest, sickest, and most bizarre cases. Collects *Chew* #6-10. Scheduled to ship in November 2021.

DIA STK412865 \$12.99

SPOTLIGHT ON**I HATE FAIRYLAND TP VOL 03 GOOD GIRL**

Gert finally realizes that being such a murderous maniac might be the reason she's not been able to find her way out of the candy-coated world of Fairyland that has been her nightmare for over 40 years. She sets off on a new quest to redeem herself and tries to earn her way back home with good deeds and kindness and love and whatever other mushy, touchy-feely things she can manage. The epic and hilarious fantasy quest from fan-favorite cartoonist Skottie Young continues. Collects *I Hate Fairyland* #11-15. Scheduled to ship in November 2021.

DIA STL048509 \$16.99

**INVINCIBLE TP VOL 05 FACTS OF LIFE**

After the hectic events of *Invincible* Vol. 4: *Head of the Class*, Mark a.k.a. Invincible while continuing to deal with the loss of his father, finds himself face to face with piles of villains at the worst conflict of all: teenage love! Collects *Invincible* #20-24, plus *Invincible* #0. Scheduled to ship in November 2021.

DIA STK287755 \$14.99

**DESCENDER TP VOL 03 SINGULARITIES**

This third collection of the bestselling series by Jeff Lemire and 2016 Eisner Award winning artist Dustin Nguyen dives deep into the secret histories of each cast member with revelations that will propel young robot Tim-21's sci-fi adventure into dangerous and exciting new territory. Collects *Descender* #12-16. Scheduled to ship in November 2021.

DIA STL021772 \$14.99

JUPITER'S LEGACY TP VOL 05 NETFLIX EDITION

Scheduled to ship in January 2022.

DIA STL201648 \$16.99



GRAPHIC NOVELS

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MIDDLEWEST TP BOOK 02

Abel's journey to deal with his family legacy continues as his newfound sense of stability slips through his fingers. Writer Skottie Young (*I Hate Fairyland, Deadpool*) and artist Jorge Corona (*No. 1 With A Bullet, Feathers*) take Abel and his companion, Fox, to a few familiar places, and to others that are both wild and new. The journey across Middlewest has shown these travelers that their homeland has more hidden away than they could have ever thought. Collects *Middlewest* #7-12. Scheduled to ship in November 2021.

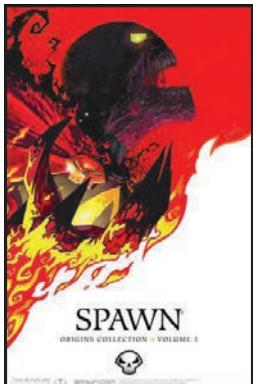
DIA STL120043 \$16.99



SAGA VOLUME 04 TP

Visit new planets, meet new adversaries and explore a very new direction, as Hazel becomes a toddler while her family struggles to stay on their feet. Scheduled to ship in November 2021.

DIA STK656972..... \$14.99



SPAWN ORIGINS TP VOL 03

With *Spawn*, legendary writer and artist Todd McFarlane unleashed his iconic antihero on the world, and launched the most successful independent comic book in history. Reprinting *Spawn* #15-20, *Spawn: Origins Volume 3* includes stories penned by Grant Morrison, and introduces unforgettable, all-new characters. Scheduled to ship in November 2021.

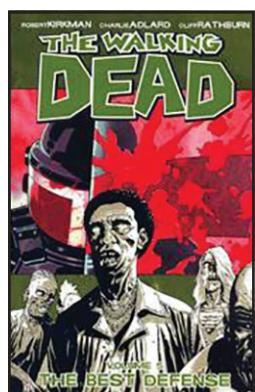
DIA STK399734..... \$14.99



MONSTRESS TP VOL 03

A Hugo and British Fantasy Award-winning series and current *Eisner Award* nominee for Best Continuing Series, and Best Publication for Teens, with Marjorie Liu nominated for Best Writer and Sana Takeda nominated for Best Painter and Best Cover Artist! Maika has spent most of her life learning how to fight, but how will she fare when the only way to save her life is to make friends? Collects *Monstress* #13-18. Scheduled to ship in November 2021.

DIA STL074460 \$16.99



WALKING DEAD TP VOL 05 BEST DEFENSE

As the survivors settle into their prison home something has drawn them out into the open... out of the prison... out of their sanctuary. This is a major turning point for the overall story of *The Walking Dead*, and it sets the stage for years to come. Collects *The Walking Dead* #25-30. Scheduled to ship in November 2021.

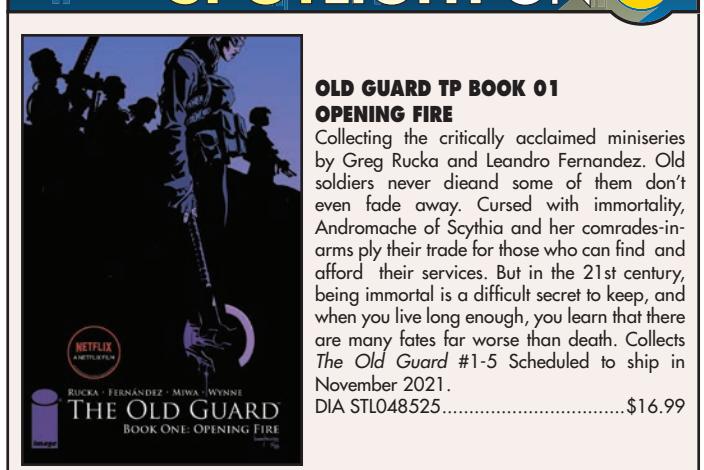
DIA STK386729..... \$14.99



WICKED & DIVINE TP VOL 03

After the detonation of Fandemonium the gods-as-pop-stars of *The Wicked + The Divine* try living in the long dark shadow. Team WicDiv are joined by a stellar cast of guest artists to put the spotlight on each of the gods. The multiple *Eisner Award* nominated series continues in the only way it knows how: darker, weirder, faster. Don't worry. It's going to be okay. Collects *The Wicked + The Divine* #12-17. Scheduled to ship in November 2021.

DIA STK694694..... \$14.99



OLD GUARD TP BOOK 01 OPENING FIRE

Collecting the critically acclaimed miniseries by Greg Rucka and Leandro Fernandez. Old soldiers never die and some of them don't even fade away. Cursed with immortality, Andromache of Scythia and her comrades-in-arms ply their trade for those who can find and afford their services. But in the 21st century, being immortal is a difficult secret to keep, and when you live long enough, you learn that there are many fates far worse than death. Collects *The Old Guard* #1-5. Scheduled to ship in November 2021.

DIA STL048525 \$16.99



PAPER GIRLS TP VOL 05

Can anyone escape fate? That's what Mac and her fellow newspaper delivery girls must discover as they escape the year 2000 and travel to the distant future. Plus, the truth behind the mysterious old-timers is finally revealed. Collects *Paper Girls* #21-25. Scheduled to ship in November 2021.

DIA STL082716 \$14.99



RAT QUEENS TP VOL 03 DEMONS

Having survived the end of the world, the Queens follow Hannah back to where it all began: Mage University. A long perilous journey awaits the Rat Queens as they attempt to find out what happened to Hannah's father while battling their own demons. Collects *Rat Queens* #11-15. Scheduled to ship in November 2021.

DIA STK699526..... \$14.99



MARVEL COMICS

BLACK PANTHER AGENTS OF WAKANDA TP VOL 01 EYE OF THE STORM

Vampires. Aliens. Angry fish kings. T'Challa's handpicked Agents can handle it all. But as Wakanda makes waves on the world's map, not everyone is a fan. Now, General Okoye and T'Challa will take Gorilla-Man, Ka-Zar and the Wasp on a global fight for survival! But when a source of dark energy emanates from a small Oklahoma town, is it a super villain or a savior? What if the greatest threat to Earth is the moon? And can the squad keep a S.H.I.E.L.D. cache of experimental technology out of Deadpool's hands? Collecting *Black Panther And The Agents Of Wakanda* #1-6. Scheduled to ship in November 2021.

DIA STL145705 \$17.99



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63



SPOTLIGHT ON



AVENGERS FOREVER TP

Through the years, the Avengers have always found a way to reach victory no matter the odds, no matter the sacrifice. But now, Earth's Mightiest Heroes face a different kind of menace. A menace so great, it has made allies out of sworn enemies. This seemingly unconquerable enemy is... the future! Seven time-lost Avengers plucked from the past, present, and future must protect their longtime ally Rick Jones from death at the hands of Immortus, the Master of Time. To find out why Rick has been targeted for elimination, the Avengers must join forces with Kang the Conqueror, one of the team's deadliest, most implacable foes in a cosmic battle that stretches from the Old West to the End of Time. As they do so, they discover they're fighting not just for one life, but for the very destiny of mankind against a greater foes than they could possibly imagine. Scheduled to ship in November 2021.

DIA STL093682 \$29.99

TITAN COMICS



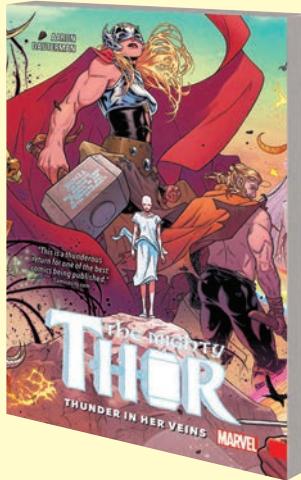
ASSASSIN'S CREED BLOODSTONE COLL HC

The secret struggle between Assassins and Templars hits the Vietnam War in a special, complete edition of this exciting graphic novel! An exciting thriller set in the world of *Assassin's Creed*, from Guillaume Dorison (*Assassin's Creed: Conspiracies*, *Devil May Cry*) and artist Ennio Bifi (*They Made History*). When a Japanese hacker discovers a massive Templar data leak, his investigation leads him to relive the memories of an Assassin cell operating in the depths of 'Nam! Collects Volume 1 and 2 of *Assassin's Creed: Bloodstone*. Scheduled to ship in November 2021.

DIA STL173533 \$16.99



FEATURED ITEM



MIGHTY THOR TP VOL 01 THUNDER IN HER VEINS

Dr. Jane Foster is the Goddess of Thunder and its killing her. Her enemies are many as Asgard descends further into chaos, and unrest threatens to spread throughout the Ten Realms. Yet she wages her greatest battle against a far more personal foe: the cancer killing her mortal form. When Loki steps back into Thor's life, will it ease her troubles or only add to her pain? There's no such question about Malekith as he continues to fan the flames of a looming War of Realms when he isn't wedding-planning, that is! And as Asgard is torn apart, the skies will shake in one of the bloodiest battles of all time: Its Thor vs. Odin like never before! Collecting *Mighty Thor* (2015) #1-5. Scheduled to ship in November 2021.

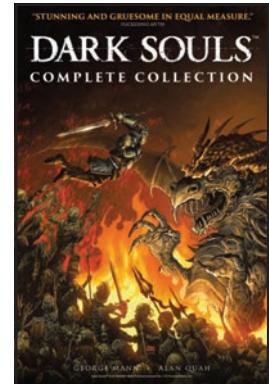
DIA STL027499 \$19.99

MARVEL PRH

MS MARVEL SOMETHING NEW GN TP

The malleable Ms. Marvel continues her hero's journey! An enemy from her past begins targeting those closest to her, a challenge that calls into question everything about Kamala Khan. Not just as a super hero, but as a human being! Who can Ms. Marvel trust with everyone in Jersey City against her and a new crimefighter moving in on her turf? Meanwhile, Bruno may be far away at a prestigious school in Wakanda, but adventure still finds him! And when calamity strikes while Kamala is having a sleepover with Nakia, Zoe, and Mike, can Ms. Marvel save the day without bailing on her best friends? Then, a long-awaited reunion turns a little crazy, causing Ms. Marvel's powers to fritz and Kamala will have to pull it together to battle a classic Marvel villain! Collecting *Ms. Marvel* (2015) #25-35. Scheduled to ship in November 2021.

DIA STL195880 \$12.99



DARK SOULS COMPLETE COLL TP

Ten years after *Dark Souls* was first released on the PlayStation, comes the ultimate collection of the comic series inspired by one of the most influential games of the 21st century! Collects *Dark Souls: The Breath of Andolus*, *Dark Souls: Winter's Spite*, *Dark Souls: Legends of the Flame*, *Dark Souls: Tales of Ember* and *Dark Souls: The Age of Fire*! Scheduled to ship in November 2021.

DIA STL190432 \$34.99

TOKYOPOP

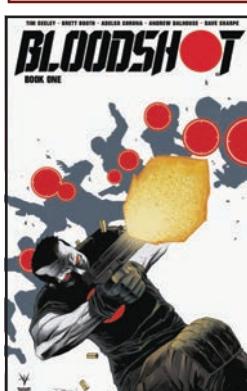


DISNEY DESCENDANTS 2021 TP

Opening the bridge between Auradon and the Isle was the easy part. Bringing two disparate cultures together will be the real challenge that Mal must face. Realizing that she needs help, Mal brings on as consuls the two people who best personify their respective homes: Audrey for Auradon and Uma for the Isle of the Lost. They're charged with helping Mal introduce their own cultures to a whole new audience but how? Scheduled to ship in November 2021.

DIA STL197486 \$15.99

VALIANT ENTERTAINMENT



BLOODSHOT TP VOL 01

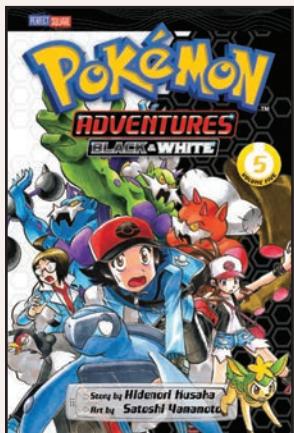
Bloodshot, the unstoppable supersoldier trapped in a never-ending war. Once, he was the perfect living weapon, created to follow orders. Now, Bloodshot works alone, using his lethal skills to protect those who cannot protect themselves. But a mysterious and powerful organization is watching, and they're not about to let something as dangerous as Bloodshot remain free. Scheduled to ship in November 2021.

DIA STL125057 \$9.99

ONE PUNCH MAN GN VOL 03

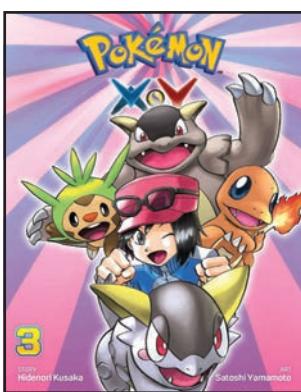
Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem - he just can't seem to find an opponent strong enough to take on! For three years, Saitama has defeated countless monsters, but no one knows about him. That's because he isn't in the Hero Association's registry! Together with Genos, Saitama decides to take the Hero Association's test! But can they pass?! Scheduled to ship in November 2021.

DIA STK686757 \$9.99

**SPOTLIGHT ON****POKEMON ADVENTURES BLACK & WHITE GN VOL 05**

White tests out a Pokemon battleground prototype: the Battle Subway. Meanwhile, Black is happily reunited with an old friend...under unhappy circumstances. Then Gym Leader Clay reveals a dangerous secret. Now Black must prove himself to the other Unova Gym Leaders so he can join their team to fight a common enemy - an evil organization that might jeopardize the Pokemon League Championship itself! Will Black earn the trust of the Unova Gym Leaders in time...by ringing a bell?! Scheduled to ship in November 2021.

DIA STK654003 \$9.99

**POKEMON XY GN VOL 03**

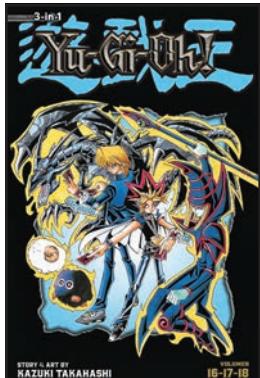
X, Y and company meet Trevor's online friend Professor Sycamore... but X is suspicious of him. Trevor sets out to get his Holo Caster repaired by Lysandre...who turns out to be another suspicious character. And finally, Alexa is excited about her journalism scoop but is unexpectedly betrayed! Can our friends trust anyone...? For all ages. Scheduled to ship in November 2021.

DIA STK673541 \$4.99

YU-GI-OH 3IN1 TP VOL 06

The world's greatest duelists are in town for the Battle City tournament, but a mysterious group is stalking the tournament to steal the most valuable cards! The Rare Hunters are more than just thieves—they're pawns of the mysterious Marik, a deadly duelist from Egypt who already possesses two of the three most powerful cards in the world. To defeat them, Yugi has to find a way to beat Exodia, the world's most unbeatable combo! Then, Yugi must win a game of Dungeon Dice Monsters or lose the Millennium Puzzle forever! For teen audiences. Scheduled to ship in November 2021.

DIA STL004281 \$14.99

**FINAL FANTASY LOST STRANGER GN VOL 02**

Shogo finally gets his chance at revenge as his party joins the raid on the Mist Dragon! Will they be able to work with Randolph to take the creature down, or will they fall prey to the dragons vicious attacks? Scheduled to ship in November 2021.

DIA STL104734 \$13.00

**IS IT WRONG TO PICK UP GIRLS IN A DUNGEON FAMILIA LYU GN VOL 01**

In Ororio, the only place in the world that hosts the entrance to the massive subterranean Dungeon, there's a certain tavern where the most desperate and vulnerable bring their troubles. There, the ex-adventurer Lyu Lion uses her terrifying strength to wrest what justice she can from the shadows of the Labyrinth City! But when a girl goes missing and all evidence points toward the powerful Grand Casino, she may need more than brute force to help...! Scheduled to ship in November 2021.

DIA STL094568 \$13.00

**SPOTLIGHT ON****STAR WARS REBELS GN VOL 01**

Set during an era when the Galactic Empire is hunting down the last of the Jedi, a fledgling rebellion against the Empire begins to take form. *Star Wars Rebels* takes place in the area surrounding the planet Lothal, where the Galactic Empire battles against Ezra, a teenage con artist with latent force abilities, Kanan, one of the last surviving members of the Jedi Order, and the rest of the ragtag Rebels on board the starship Ghost. Scheduled to ship in November 2021.

DIA STL168018 \$13.00

**KONO SUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD RPG**

Live out the wildest fantasies in the world of *KonoSuba: God's Blessing on this Wonderful World* with the RPG developed under Natsume Akatsuki's full oversight. Whether it's playing as a luckless reincarnation or pursuing a quest as an all powerful magician, a life of hilarious adventures awaits! Scheduled to ship in October 2021.

DIA STL196663 \$13.00

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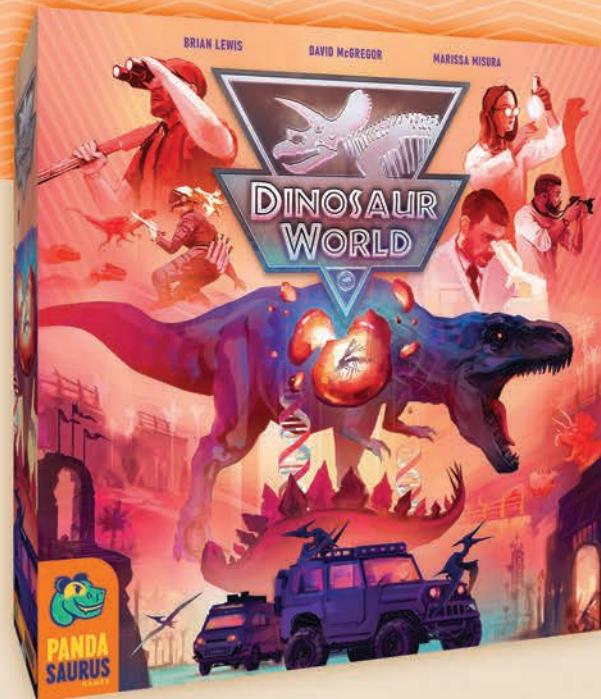
DINOSAUR WORLD

PAN 202106 \$59.95 | Available August 2021!

Brian Lewis, co-designer of *Dinosaur Island*, suggested that we make a small expansion to pair with *Rawr 'n Write*, and my partner Marissa Misura and I graciously jumped on board. We listed issues that gamers have had with *Dinosaur Island*, and then brainstormed ways to tweak it. One of the core ideas was to create a *Dinosaur Island* campaign, which saw your park thriving through a period of boom before being riddled with corruption and sabotage.



The first of the ambitious elements was a stock market module using Ice Age mammals. Mammals were commodities, and we added speculation phases, buy phases, and sell phases. We also wanted players to be able to invest DNA into making mammals and manipulating the markets. Ultimately, we used a system where the dinosaurs would enter the system randomly and be up for sale. As they were purchased the player would get "action points" to manipulate the market as they saw fit. It didn't work. The decisions were obvious and boring, and we shelved it to focus on the other modules.



Some of the other modules included a series of tasks that you had to complete to satisfy a guy we referred to as "Nerman," and a complete overhaul of the hooligan system. Nerman would cause issues across the parks, and you would have to allocate workers or money to tasks. We discussed the idea of these tasks being semi-cooperative or more take-that with the ability to sabotage other players like mandatory quests. Either way, this module never got to testing. The hooligan revamp came entirely from my dislike of the original system.

As one of the earlier playtesters of *Dinosaur Island*, I questioned the system throughout the entire design process. If I was going to get my crack at tweaking *Dinosaur Island*, we were going to have to address this. We originally proposed a bag building system. Through PR actions, you would court customers that were color coded to represent various wants and needs. If you were able to place the specific color meeple at the attraction they most desired you would score additional points, excitement, etc. Instead of the sting of hooligans, you would get the occasional bonus of attracting specific customers. This module worked well, and we were in a state that was ready for development.



The last of the more ambitious modules were hybrid dinos that blended the three dino types from the base game. The idea was to massively overhaul the threat system and make the game more punishing, which many players were clamoring for. We were working on dinos that would march around the board shutting down systems and point scoring options. This one was more manageable, but it



continued to exacerbate a problem we had with most of the modules, as the game was already phase and upkeep heavy. Everything we tested added some fun, but also made the game more difficult to manage and more of a table hog.



Throughout our brainstorming sessions, we often talked about cutting and adding components. Brian came up with the idea of doing away with the park boards and building with hexes. We also added a little truck that would move through your park and activate tiles. Eventually, all we had left from *Dinosaur Island* were the dice and theme. Up to this point, the goal was to make a small component-light complement to the roll and write. We were still designing within the basic structure of *Dinosaur Island* and had no intention of pitching this as a standalone title. The first play with the hexes and truck tour changed that. Cutting the vast majority of the *Dinosaur Island* components liberated our design space, and suddenly we started bringing back ideas.



From here the design process went fast. We kept some of the phases from *Dinosaur Island*. You still drafted dice and used workers to collect dinosaur recipes, buildings, etc, but now you had to hold back some workers to ensure you had enough to run your park. The park phase turned into a logistic puzzle where your truck would start in the Welcome Center and travel to adjacent tiles. If the tiles had workers present, you would take the action and collect resources. The

various colored meeples that represented customers, now became workers with specialties, and instead of building your customer base, you were building your worker pool. Workers would come in on "resume cards," which you drafted. This required the players to puzzle their way through activating their buildings and efficiently using the bonuses provided by the workers.

The new park phase allowed you to move your "Jeeple" from attraction to attraction, gaining resources as you went. Our goal was to keep the basic economy of *Dinosaur Island*, where excitement would convert to money at the end of the round, but we also changed excitement to a spendable resource during the park phase. Thematically, some buildings just aren't as exciting for your visitors, but might be necessary for operation.



The park phase proved to be a favorite among playtesters, but we were growing concerned about players hammering the same route over and over again. Once some players found a juicy combo, they were completely content with doing it repeatedly. We eventually set on using dice to "count down" activations. You could use an attraction as much as you wanted, but each use would become less exciting for your patrons. Eventually, these buildings would cease to produce excitement, but instead cost it. Players could only use their nice combos a few times before the value started to decline.

While this solved one problem, it opened up another. Now buildings at the front of the park had excitement in the negatives, and players couldn't activate them. We decided that after 3 years, the park needed to renovate the entrance and create a new one. Then players add a new entrance for the remainder of the game. Now tiles that were buried in the remote reaches of your park could be hit early, and new combos were accessible.

The core was set. Dice drafting, worker placement, tile laying, and logistics. We felt it was of a similar weight to *Dinosaur Island*, but the experience felt quite different. After a long journey and many many playtests, it's finally ready for you to enjoy for yourselves!

•••

David McGregor is the co-designer of Dinosaur World and Dinosaur Island: Rawr 'n Write.

FIRE & STONE

FIRE & STONE

PSD 51233E \$39.99 |

Available Q4 2021!



It's the dawn of the Stone Age. Yours is but one of several tribes making their way from the African cradle of humanity to explore the world. As hunters and gatherers, you'll gradually discover new lands and establish settlements. Your tribe will learn new skills, such as how to navigate long water passages or how to effectively fish and farm areas for more food. There will be unexpected and mysterious events as your reach expands from continent to continent, but through cunning and careful planning your people are sure to become a vanguard, ushering in new eras for humanity.

Lead your tribe through the early days of human development with *Fire & Stone*! This new family game from Pegasus Spiele is by designer Klaus-Jürgen Wrede, who has already thrilled millions with his classic *Carcassonne*. In *Fire & Stone*, 2–4 players each lead a tribe of early humans across a prehistoric Earth, searching for food, building shelters, and bettering themselves so they can survive to the next age.

The game starts with discovery tiles assigned face down across the map. As these are chosen randomly, each game develops differently from the last. There is an element of order, though, as each tile can only be placed in its designated region. Everyone starts in the same location, not unsurprisingly a location where fire already exists. As tribes grow, their scouts venture from Africa and Europe into Asia and India and finally to the Americas.

You start each turn by moving your scout to a new area. If the discovery tile there is face down, you'll find out what your scout has found. You might discover forests filled with animals to hunt, prime sites for building huts, edible vegetation to gather, or fire to tame. These tiles often have effects that the discoverer must resolve and ongoing actions that anyone else who comes there can undertake.

One twist that helps ensure the uniqueness of each game is the mysterious cave location. There's only one per game, and its effect on the game is unknown until it's discovery. A cave might introduce horse transportation, reveal a drought, establish a new sea route, or even become a source of inspiration to allow players to buy an invention. Each cave card also has a symbol indicating if it's a good one as part of introductory games or should be used when veterans are playing for more challenging sessions.

Discovering a location suitable for a hut is vital to success. When your scout finds such a place, you establish a hut (and each hut your tribe possesses is worth a victory point). That location now becomes a settlement, allowing others landing there to pay food and build their own huts there. The more huts there are, the higher the building cost

becomes — but having the most huts in a location also scores more victory points!

The total number of huts on the board also triggers when players get a second scout to use as well as when they can venture to new regions on the board. This also determines when the end phase of the game begins.

Every tribe also has a secret task based on having the most huts in a specific location, such as near a lake. As this reward could be at any location, though, players can never be sure which task their rivals might be trying to achieve for this bonus. You'll be carefully watching everyone not only for how many huts they have, but where they are building them.

Inventions give your tribe a new, permanent ability, such as allowing it to find and store food easier, move its scouts farther, or build huts more efficiently. You can gain an invention when you discover a gathering tile, indicating your scout has found something good to eat. Inventions are essential for maintaining your competitiveness with rival tribes throughout the game. For faster game play there is also an included game variant that allows all tribes to start the game with one invention.

You can alternatively take a VP card instead of an invention card. If chosen, this card is placed over the effect shown on one of your active invention cards, meaning you can't use that invention anymore. VP cards grant victory points, though, so the timing of when to forgo an invention's ability to score points is an important decision as you play.

Fire & Stone is a fun, competitive game that doesn't need overt combat to be exciting. Instead, winning is all about managing resources and putting your discoveries to the best use, while also taking full advantage of the discoveries that other players make. With its impressive replay potential, there's no limit to *Fire & Stone* — at least not until the start of the

Bronze Age!



...

Tim Huckelberry is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. He now reveals his age by finally bringing up stone knives and bearskins, which he's been fighting not to do for over 800 words.



COLLECTORS SERIES MINIATURES

COMPANIONS OF THE HALL



To celebrate the release of the new Dark Alliance digital game we are bringing to life Drizzt Do'Urdan, Guenhwyvar and the Companions of the Hall from the classic novels series by R.A Salvatore. Outfitted for battle and ready to defeat the evils of the world, the models are equipped and depicted from their earliest incarnations in the novel series. The box set contains six highly detailed multi-part plastic miniatures on scenic bases.



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Detective Rummy

WIZKIDS

DETECTIVE RUMMY

WZK 87513 \$64.99 | Available November 2021!

Detective Rummy is a new game by Mike Fitzgerald and Ralph H. Anderson that breathes new life into a timeless classic. Mike began development for the game with the idea of making a legacy style game based on his popular *Mystery Rummy* series of games. After a series of unexpected twists and turns, like those in any great detective novel, Mike teamed up with Ralph to create what evolved into an entirely new game. *Detective Rummy* provides players with a campaign game that features a storytelling element comprised of 7 cases, or the ability to play a case as a standalone experience over a series of hands similar in style to the gameplay of the original *Mystery Rummy* series.

Although its DNA is rooted in the *Mystery Rummy* series, *Detective Rummy* has significant changes that take play to a new level and transforms it into an exciting new gameplay experience.

First, due to the evidence cards having 2 of the 6 attributes you can meld on each card, players can more easily create a meld of 3 or more matching cards. Melds allow players to gain new skills (in addition to their start skill) and also allow them to investigate the current case. The attributes are associated with the Suspects in the case. The cards you meld are played into the discard pile and allow you to place counters representing your investigation onto these Suspects. This lets you focus on the board instead of the cards in your hand.

Second, the introduction of a deck of Game Changer cards for each case adds another level of intriguing narrative and thrilling investigation. These cards provide a combination of story (open or secret), additional cards, items, skills, and investigations as well as tasks. The way these cards are introduced in the game ensures a different kind of outcome every time you play, making *Detective Rummy* a game you'll want to bring to the table again and again.

Even though you may become familiar with some of the Game Changer cards for a case as you play, they will still provide a unique experience each time, as they will be placed in different locations and will be revealed at different times each game (if at all). This knowledge can even serve to give a very different feel to the case; your skill

as a detective will be tested to see if you can be prepared for what will happen without knowing when it will happen. This variability in the way cases play out, along with randomized Assignments that add additional objectives, ensure that there are dozens of possibilities across the 7 cases featured in *Detective Rummy*.

The story begins at the legendary Rummy Detective Agency and each case takes you to different locations around the city to solve a variety of crimes, including the diner with the best doughnuts in town, the cozy Quarter to 3 Bar, a ritzy fashion emporium, the circus, the most elite jazz nightclub in town, and a number of other fascinating and thematic venues.

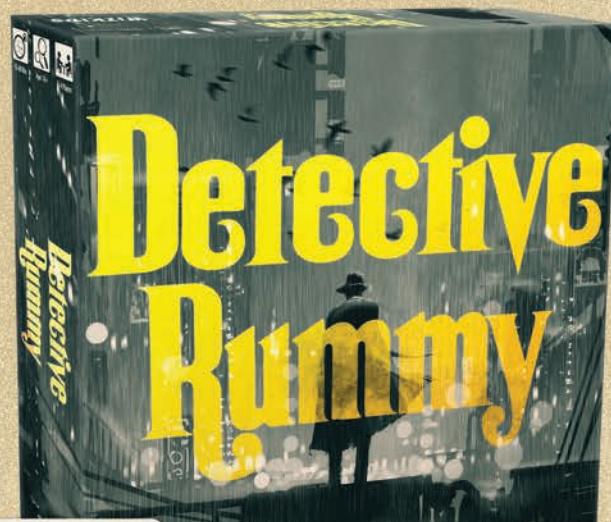
Players become hard-boiled detectives working for the once world-renowned Rummy Detective Agency, founded by the legendary gumshoe Mike Rummy. You and your fellow detectives will

take on the task of reviving the Rummy Detective Agency and returning it to its former glory as the cases start rolling in. There are two modes of play: in Campaign Mode, you play the 7 cases in order over 1 or more game sessions. In Case Mode, you will individually play multiple hands of a given case as a standalone game. Your goal is to gain the most Fame as you complete the cases in either Campaign or Case mode.

Fame is awarded based on a number of different factors, including your success in determining the guilty Suspect, other investigations, completion of Assignments, and from some Game Changer cards. As an additional wrinkle that adds to the game's replayability, the identity of the guilty Suspect may change every time you play, and cases may have different endings depending on which Detectives draw certain Game Changer cards. At the end of the case or campaign, the detective with the most Fame wins.

•••

Mike and Ralph have been playing games and attending game conventions together since the mid 1990's. Mike is a popular designer approaching 100 published games. Ralph has 1 published game, *Chimera*, so *Detective Rummy* will be his second. Ralph began working with Mike as a play tester way back in 1996 with the first *Mystery Rummy* game *Jack the Ripper* and since then, Ralph has worked with Mike as a play tester on all of the *Murder Mystery* series as well as a play tester, developer, and even project manager on many of his later games.

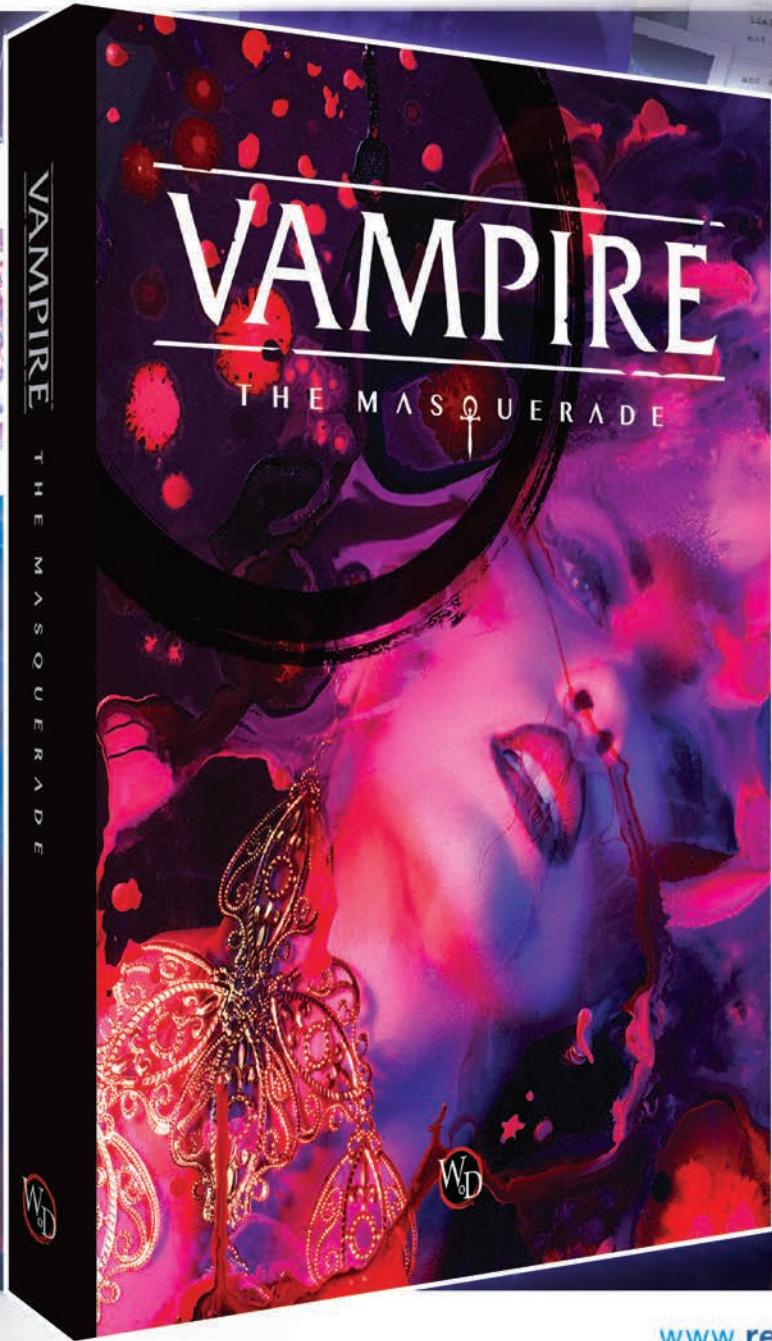




ROLE PLAYING *Games*

The players engage in heated debate for a couple of minutes, but after a while, it becomes less about *if* and more about *how* they'd deal with their players, and before long the manager-on-the-sticks runs over to the bench.

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FROM THE WORLD OF REIGN

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In the ruins of a forgotten island, the traces of many battles once fought remain. Among the rubble lies an audio chip, recording the thoughts of Super Soldier Specialist 26RBR7792 as his squad of enhanced soldiers fought in the Battle Royale to survive.

Static

“Super Soldier 26RBR7792: Day 15

The loss of super soldiers is expected in battle. We are designed for it, to live and die for the goals of the council. I know this truth, have lived my whole career trying to manage my attachments to my super squad with it in mind. But this is different. Losing an occasional man was supposed to be an occupational hazard, an expectancy even, but lately that seems to be all we do. A quick tally of the supers still standing shows how much our numbers have shrunk since we began our mission here.

The mission itself had been simple. Survey the area for hostile entities, eliminate them, and secure the land. We had known of the three other factions on the island, but some samurai, drones, and barbarians were not considered much of a threat to super soldiers with years of training and experience. Or so we had thought. Day one saw a super falling in battle to the largest robot I had ever seen, and every day since then we have been engaged in battles between the factions.



To make matters worse, it seems the land itself has problems with our mission here. Fragments of the island sometimes have sudden earthquakes and other disasters, and less than two weeks into our time here a whole zone sank into the ocean, taking several men and countless resources with it. The remaining squad members are bruised and bloody, hungry, and quite shaken by their misfortunes. I have never seen morale this low.

Things are only getting worse as time goes on. After earthquakes started up on a new piece of land, several panicked and fled, running straight into a horde of barbarians. 99ATO4368 went after them and survived by the skin of his teeth, but the others were long gone. Not even my own victory over two separate samurai warriors could boost my spirits after watching him arrive at camp, dejected and alone.



At this point, the mission seems to have fallen to the backburner as the one thing encompassing all our minds becomes survival. We have heard tell of a piece of land in the center of the island that is supposed to be safe from these disasters, and there are whispers that is where we are heading now. The other supers are optimistic that once we get there our luck will turn, but I have my doubts. If that truly is the only sanctuary on the island, then there will be plenty of enemies between here and there.

The one hope in this forsaken land so far has been the discovery of several mysterious stones. They seem to radiate a sort of energy, and those who have used them have described some truly remarkable occurrences. One super I met told me he was holding a power stone and somehow found the energy to run three extra miles just when he thought for sure his legs would give out. He was still inside the disaster zone, and just barely made it across the border into this zone before the whole thing disappeared. Another says he had one in his pocket when facing off against a huge samurai warrior with dual blades. He won and did not even get a scratch on him to show for it.

If those stories are true, these power stones might be just what we need to turn things around. If we can make it to the center with a few of them, we just might have a shot at surviving this island after all. Still, if our opponents have any stones of their own, we might just be back where we started. It is anyone's guess whether or not we will make it, but I am ready to fight for a shot at survival for me and my men.

For honor and for glory,
26RBR7792"
[End Recording]

...

Create your own Reign story and see if you have what it takes to lead your faction to victory, check out Reign: The Final Battle Royale from PlayMonster! This beginner strategy game is perfect for newcomers to the strategy genre or those looking for their next fun challenge. Face off against the other players and the terrain to survive this thrilling adventure. Can you be the last one standing? www.playmonster.com/reign



Orléans

2-5
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Ranked TOP 25 on BGG



Orléans is the award-winning game that introduced the popular bag-building mechanic! In *Orléans*, you will always want to take more actions than possible, and there are many paths to victory. The challenge is to combine all elements as best as possible with regard to your strategy.

SKU: ORL101 / MSRP \$59.95



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SKU: ORL301 / MSRP \$24.95

SOULBOUND™



Warhammer Age of Sigmar is a mythic fantasy setting where gods and monsters wage endless war in eight near-infinite realms. The realms have known three ages: the Age of Myth, a time of great empires and impossible magic; the Age of Chaos, when daemons roamed the land and the realms were plunged into centuries of blood and darkness; and the current Age of Sigmar, when the God-King Sigmar returned with his Stormcast Eternals and brought a glimmer of hope back to the world. Despite Sigmar's return, the Mortal Realms are on the knife's edge.

Players take on the role of the Soulbound — heroes tasked by the gods themselves with defending the Mortal Realms. The Soulbound are drawn from across the realms, from every species and culture, to come together as a beacon of hope to unite the people of the realms.

Your actions will shape the course of history.



RULEBOOK, STARTER SET & GM SCREEN AVAILABLE NOW

The corebook landed in retail stores in late 2020. Early this year, the Gamemaster's Screen arrived and was followed by the *Soulbound Starter Set*, which is packed with everything that players and GMs need to get started, including a 48-page learn-to-play adventure a 64-page city guide, pre-made characters, handouts, maps, and dice bearing the rune of Aqshy, the Realm of Fire.

Warhammer Age of Sigmar Soulbound, Rulebook CB72500, Starter Set CB72510, Collector's Edition CB72501 and Gamemaster's Screen CB72503 can be ordered now.



In the coming months, even more supplements for *Soulbound* will be landing in stores, including *Champions of Order*, the *Soulbound Bestiary*, and *Shadows in the Mist*.

CHAMPIONS OF ORDER: HISTORY & CHARACTER CREATION

Champions of Order gives players a wealth of new options for creating characters. It includes an expanded look at the Soulbound and their history and provides details on the mysterious Binding



ritual; new Archetypes and subfaction bonuses, including the Lumineth Realm-lords; over 30 new Endeavours to undertake between adventures; almost 100 new Talents and 50 new Miracles to further customise and develop your hero; and over 40 devastating new spells to unleash, including a brand new Lore of Magic — the Lore of the High Peaks!

Warhammer Age of Sigmar Soulbound, Champions of Order CB72518 is out now!

BESTIARY: TERRIFYING CREATURES AND BEASTS

Heroes always need enemies to fight, and the Mortal Realms are filled with countless terrifying creatures and monstrous beasts for the Soulbound to face. The *Soulbound Bestiary* contains over 180 terrifying new foes, Gamemaster advice on building exciting and memorable encounters, and much more. The Bestiary is an invaluable tool and provides a vast collection of great and terrible foes to use in your adventures!

Warhammer Age of Sigmar Soulbound, Bestiary CB72519 is due in stores in October 2021.

SHADOWS IN THE MIST — AN EPIC SIX PART CAMPAIGN



Venture into the deadly fog-shrouded streets of Anvilgard in *Shadows in the Mist*, the first ever campaign for *Warhammer Age of Sigmar: Soulbound*. *Shadows in the Mist* is a sprawling six-part campaign set within the free city of Anvilgard and sees a group of Soulbound heroes tasked with rooting out corruption in the city and exposing the mysterious Blackscale Coil — an organisation made up of members of the Darkling Covens, Scourge Privateers, and other Aelven outcasts. The Coil has used coercion, bribery, and violence to gain a stranglehold on the city. But an even greater rot is growing in the heart

of Anvilgard, one that could consume the city entirely if it is not stopped in time.

This 256-page book features an epic campaign told across six exciting adventures; a comprehensive guide to Anvilgard, the City of Scales; a beautifully illustrated map of the city of Anvilgard; new equipment to purchase in the city's black markets, and new Endeavours to undertake while in the city; 50 terrifying new monsters and deadly enemies for your Binding to face; and a look into Anvilgard's future, its fall to Morathi and her Daughters of Khaine, and the rise of Har Kuron — the City of Khaine!

Warhammer Age of Sigmar Soulbound, CB72504 Shadows in the Mist is due in stores late Q4 2021.

The first year of *Warhammer Age of Sigmar: Soulbound* has been filled with excitement, and there is plenty more to come. Check out www.cubicle7games.com, so you don't miss any news!

...

Emmet Byrne is an RPG writer, designer, and senior producer working his dream job at Cubicle 7. He was bitten by the RPG bug 20 years ago, thanks to *Baldur's Gate*, and hasn't looked back since. He lives in Ireland with his wonderful wife and two beautiful (and crazy) kids.



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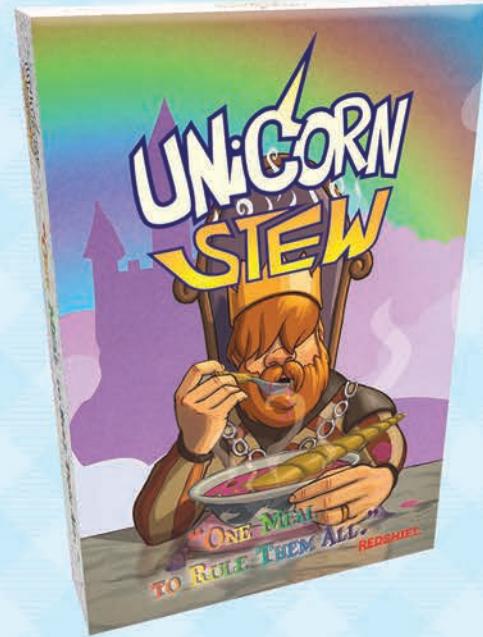
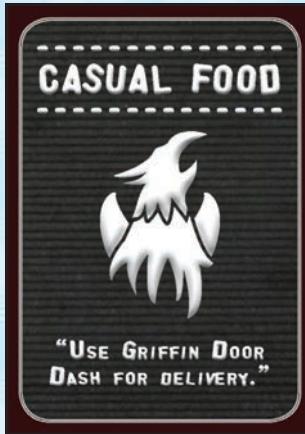
REDSHIFT

UNICORN STEW

RDS 1020.....\$11.99 | Available August 2021!

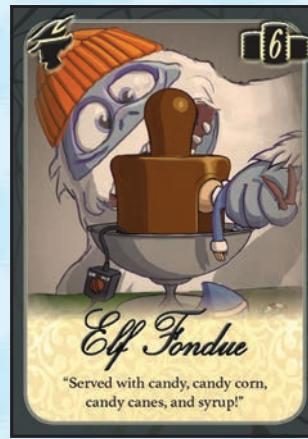
The King is Hungry! As one of the best chefs in the Kingdom, it's up to you to prepare his meals. The problem is, he's not sure what he wants. In fact, he's NEVER sure what he wants.

With a palate so fickle and refined, it's almost impossible to keep up with the King's ever-changing gastronomic disposition. But keep up with them you must because a hangry King is a fearsome thing to behold. Fortunately, however, he WILL give you some hints on his current whims. He may say he's in the mood for some Fast Food Fairy, Gourmet Mermaid, Street Food



the idea) or five Menu Cards of the same Dining Style (Street Food, Fast Food, Casual Dining, or Gourmet) wins the game! It's simple, it's fun, it's mythologically macabre!

This brings us back to this issue's promo card, *Trolling the King*. It's powerful, and is pretty much a surefire way to win a round, so if you are so fortunate as to end up with it in your hand, you'll want to hang onto it for just the right moment, snatching a culinary victory away from the hands of your opposing chefs.



And there you have it! Redshift's latest game from the same company who brought you the wildly popular *Kittens in a Blender* and is about to bring you *Tacopocalypse* (stay tuned). We hope you enjoy *Unicorn Stew*'s crazy quotes, comedically disturbing artwork, and quick gameplay. Until next time, ORDER UP!

•••

Mike Richie is the Director of Operations for Rather Dashing Games and Redshift Games where he juggles all the balls, spins all the plates, and wears all the hats! But Mike looks rather dashing in hats, so it's okay. He also likes the outdoors and most all things geeky.

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OVERDRIVE

WE GET RINGSIDE WITH THE NEW SUPER-CHARGED, ARENA SPORTS GAME FROM MANTIC.

OVERDRIVE

MGE MGODM101 \$50.00 | Available September 2021!

Elmer: Welcome folks to another spectacular OverDrive match. We're broadcasting live from the Magnetar Galactic Stadium on the edge of the First Sphere.

Dobbs: It's good to be here Elmer. The crowd are going wild, the players are lining up on the sidelines and I'm full of Slurpy Burgers and DreadMaxx.

Elmer: I can see the food stains, Elmer! Anyway, the coaches are coming onto the pitch, so let's go pitchside with Rob Burman from Mantic Games to find out more about OverDrive.

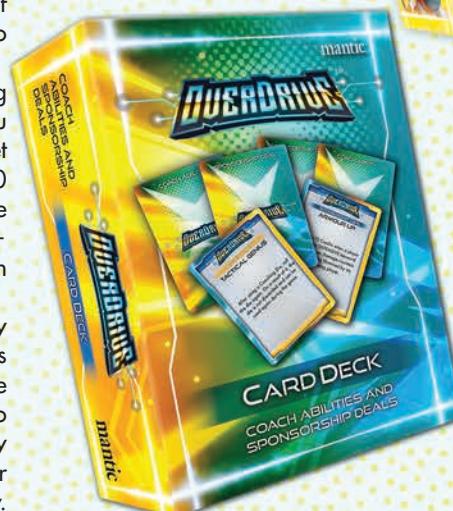
Dobbs: Pass me the hot sauce, Elmer. This Slurpy 'Inferno' Burger needs an extra kick...

Thanks for the introduction Elmer and Dobbs. I'm Rob Burman and I'm one of the folks here at Mantic that has been working on OverDrive for the past year. Today, I'm going to give you the lowdown on exactly what OverDrive is and why it's going to be the hottest, sci-fi arena game this side of Orion's Belt! But before we get futuristic, let's go back in time a bit.

For a while we've been talking about creating a real beer and pretzels game. Something you could pop out during a gaming evening, set up quickly and finish playing within about 90 minutes. The rules needed to be super simple and the miniature count needed to be small — to ensure that you could be up and playing in no time at all.

One of the key concepts we decided on early doors, however, is that we wanted a miniatures game where every new miniature that we release could be used by any player. We didn't want to make something where a goblin mini could only be used by someone that has a goblin army, or a dwarf king would only fit into a dwarf army. As a result, we decided on the idea that you would 'play' as a coach that's in charge of recruiting a team of super-powered players. At the start of each match you have to draft your 'team' from a selection of characters — from a giant teleporting 'turtle', to tanky mechs or a psychic space jellyfish (yes, you read that correctly).

All the available players are lined up on the side of the arena and then each coach takes it in turn to choose their three players.

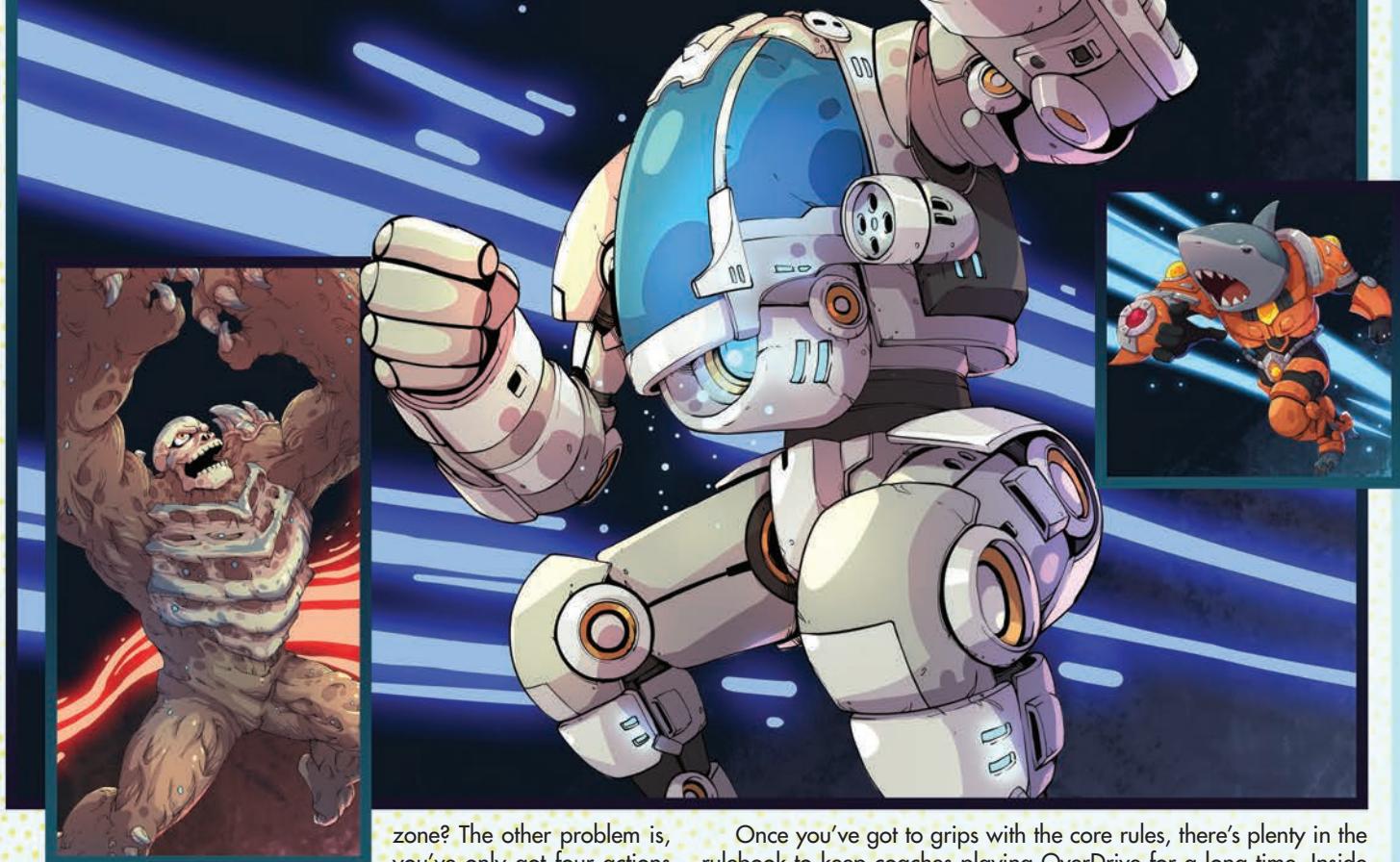


Of course, each player has their own special abilities and stats, so you need to choose whether to opt for an agile character that can dodge punches or a heavy hitter that can take out the opposition. The drafting mechanic helps to balance the game and ensure that no one can put together the same overpowered team every time they play.

So, with the drafting mechanic in place, it was time to start looking at the rules! Like a lot of board gamers, we also play a lot of videogames here at Mantic and we wanted something that recreated the frenetic action of a multiplayer shooter. We quickly settled on the theme of 'king of the hill' — where the players would be fighting to control

parts of the board. However, rather than just having one area that players would fight over each turn, we wanted to spice it up a little. This means that each turn the active scoring zone changes to one of six different places, which leaves you with a dilemma: do you rush towards the current zone with all your players or hold some back in the centre of the board, so you've got the jump on the next scoring





in each turn, so you'll need to choose wisely about which players you activate and when you activate them.

Another dilemma that we wanted to give coaches is when to use the titular 'OverDrive' abilities. Each character has one powerful special move they can use each turn — this can vary from mind-controlling another player or unleashing a flurry of attacks that target multiple opponents. However, you can only use one character's OverDrive ability per turn. So, you've got to pick the right time to use it... and hope you can successfully pull it off! Again, the fact you can only use one OverDrive ability per turn helps to maintain the balance and stop you spamming potentially powerful attacks.

In the core game, you get everything you need to start your career as an OverDrive coach. There are six plastic players — Dozer (teleporting space turtle), Brank (super tough robot), Spawn (tentacled terror), Synechdoche (psychic jellyfish), Karadon (shark with legs... honestly, I'm not making these up) and Skarathron (giant, toxic spider), along with a fold-out board, 56-page rulebook, dice and player cards.



Once you've got to grips with the core rules, there's plenty in the rulebook to keep coaches playing OverDrive for a long time. Inside you'll find full League Rules, which let you create your own coach with their own special abilities and sponsorship deals to earn extra cash. In the league, you'll have to battle against your fellow coaches

to earn the most cash and win the most games to be crowned the ultimate Coach. Throughout the league you'll be able to unlock new abilities and more sponsorship deals that reward different ways of playing.

Finally, as if all that wasn't exciting enough, there are five 'experimental' game modes. Pass the Bomb is like tag... with high explosives, while DodgeBrawl is like dodgeball... with high explosives — you get the idea. These extra game modes can be used in the league and we'll be encouraging organized play in clubs and stores once OverDrive is available.

What's more, we've got a great release schedule for OverDrive post-launch. We'll be releasing new players on a regular basis and, thanks to the drafting mechanic, all of these new players can be used by coaches to mix up their selections and create new combinations of teams. We're super excited to release OverDrive and can't wait to see the combos that people come up with!

Elmer: Thanks for that Rob. Took a little longer than we were expecting, but it was very informative.

Dobbs: Jeez, if I'd known he was going to talk for that long, I would have ordered a couple more desserts.

Elmer: You had six, Dobbs.

Dobbs: All this commentating is hard work!

...



KHÔRA™

RISE OF AN EMPIRE

iello

KHORA

IEL 51751..... \$57.99 | Available August 2021!

IELLO has done it again! *Khora, The Rise of An Empire*, is a new race to development game in which players will have the opportunity to rule over their very own and very renowned Ancient Greek City-States. They will get to choose between Corinth, famous for its ability to build an impressive economic scene, Sparta, where conquest and military development is always the priority, and last but not least, Olympus, a place where culture and art blossom.

This game comes to us from the Head Quarter Simulation Game Club, a Japanese game club. The graphics of the game were crafted to fit the time period perfectly as well as immerse players in the universe of Ancient Greece and we can thank illustrators, David Chapoulet and Jocelyn Millet for this feat.

In *Khora*, each player is the ruler of a thriving city in Ancient Greece. They will have to make choices in order to make their city develop faster and better than their opponents. The players will decide what to improve in their city based on five categories: Philosophy, Legislation, Culture, Trade, and Military. Each of which will shape the future of their city. Players must make good use of each roll of the dice to collect taxes, send their army to colonize foreign lands, and unlock achievements to ensure that your city will shine throughout Ancient Greece!



Ancient Greece is undeniably one of the most historically significant periods; it marked the beginning of society as we know it today. After all, it created the foundations of philosophy, mathematics, democracy, art, gastronomy and so much more.

What would a lot of us give to get a glimpse of living during those groundbreaking ages? To be able to make choices about how to run an empire gives long-lasting prosperity to their civilization. Ensure that your empire's heritage is worthy by emphasizing the aspects that you believe matter the most. *Khora, The Rise of An Empire* is your chance to do just that!

It is important to point out that the period during which this game takes place, the 5th Century before



Jesus Christ until the 4th. This century was not without its tumult and was the stage of the Ionian Revolt which marked the uprising of a number of Greek cities against Persian rule. It was also during this century that the Peloponnesian War took place. The name may not ring a bell but this was the war fought between Athens and Sparta, the two most powerful city-states at the time. This choice of era was more than appropriate for this race to development game. The Events are also a central part of the game and come up quite a lot in the cards and decisions that players make throughout it.

For more information regarding how history relates to the game, the rulebook has dedicated a whole page to what each card represents in relation to the era.

Head Quarter Simulation Game Club answered a few of our questions regarding the development of this impressive new game. This Japanese Game Club used to only meet to play tabletop games which is how Kohei Oketani, the leader of the group, came up with the idea of designing their very own. He is also the brain behind the making of this game. The Club tells us that their inspiration came from *Die Burgen von Burgund* from Stefan Feld, *Agricola*, from Uwe Rosenberg, as well as *Splendor* from Marc André. All of which they referred to as "great games". It takes a lot of playing great games to

make such a great game!

Interestingly, to stay on task with developing *Khora, The Rise of An Empire*, the Club had to create a rule forbidding players from playing the game *Agricola*. This may seem trivial but to give you an idea, the Japanese Game Club got used to playing this game over 500 times a year! On the other hand,

some of the club members liked the game *Agricola* so much that it was no trouble at all for them to find playtesters for their creation!

So, which City-State will you pick?

•••



CORROSION

CORROSION

CSG CORR101 \$59.95 | Available November 2021!

Smiling, you stand in the center of your factory: the sweet sounds of metal clattering and engines rattling are warming your entrepreneurial heart. Your goal is to build diversified scoring and production engines in order to outrival the other factory owners. However, in the steam-filled air your biggest enemy is time because most machines and gears rust away quickly. So you are well advised to also produce rust proof chrome gears and invest in powerful chrome machines. To be successful, you must think carefully about when to deploy your engineers and when to turn your corrosion wheel. Whoever manages this best and scores the most points with their machines and awards wins the game.

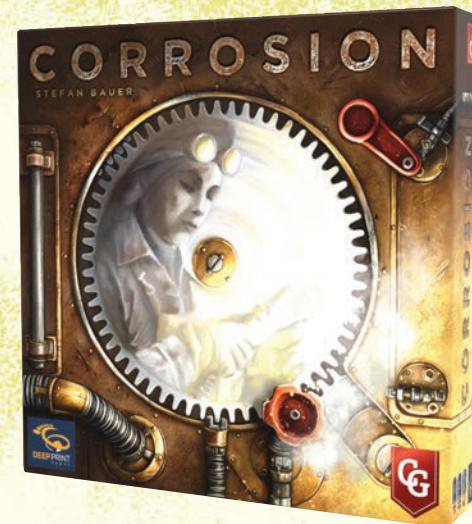
TEMPORARY ENGINE-BUILDER WITH SEVERAL PATHS TO VICTORY

Next up in Capstone Game's "Big 4" end of year releases is *Corrosion* from Stefan Bauer. In another partnership with Deep Print Games, this game plays 1 to 4 players, ages 12 and up! *Corrosion* is beautifully illustrated by Dennis Lohausen and has a lot of components and pieces to unpack! You play as a group of engineers in a factory who make machines by gathering resources like gears and steam. Put the machines and gears to clever use before your corrosion wheel is turned and your parts rust away!

ACTIONS, RESOURCES, MACHINES, AND ENGINEERS

The main resources in *Corrosion*, gears and steam, are what you need to complete one-shot machines and chrome machines. Gears and steam are primarily produced by activating certain machines and performing the actions on engineer cards. There are 3 different types of gears: small, medium, and chrome. Small and medium gears are spent to produce one-shot or turning machines while chrome gears are spent to build long lasting chrome machines! You can also produce chrome gears by spending 1 small or medium gear and consuming 1 steam!

The all-female engineer team has different suits, grades, and actions. There are three main suits: blue, green, and orange. In addition, there are a gray suit and a wild suit among the qualified engineers. An engineer of the wild suit can be played to copy the action of a lower-grade engineer of any of the three main suits but not the gray one! However, if you play an engineer of the wild suit on your turn, the other players can copy her action with a higher-grade engineer of any of the three main suits or wild suits. The grade 4+



engineer is considered the highest-grade engineer and therefore can copy 4 engineers! Be careful with your movements as players will be interacting with the cards you play and actions you choose!

Each turn has 4 phases: 1. Maintenance 2. Main Action 3. Maintenance 4. End of Turn. Phases 1 and 3 are maintenance phases in which you may perform secondary actions. In Phase 2, you may play 1 engineer from your hand or turn your corrosion wheel. Turning your corrosion wheel puts your machines to work and returns engineers to your hand. It also causes old gears and machines to rust!

The end phase of the game begins when, at the end of a player's turn one or both of the following conditions are met: There are 3 or fewer markets left in the special point supply or there are 3 or fewer award tokens left in the award supply. Each game of *Corrosion* lasts around 60 to 90 minutes so plan wisely!

SOLO MODE INCLUDED!

Corrosion has a solo mode included in the game where you get the chance to play against one of the other engineers! You play the game normally, but the engineer has a set amount of actions to take that you will perform yourself. Play against the engineer and set your own records by tallying up the score as usual!

AVAILABILITY

Corrosion will be available in October and at *Essen Spiel!* Pre-order now at your Friendly Local Game Store!

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PAINTIN' HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #39: POLISHED METAL

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays evenings at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

GETTING A REFLECTIVE SILVER LOOK

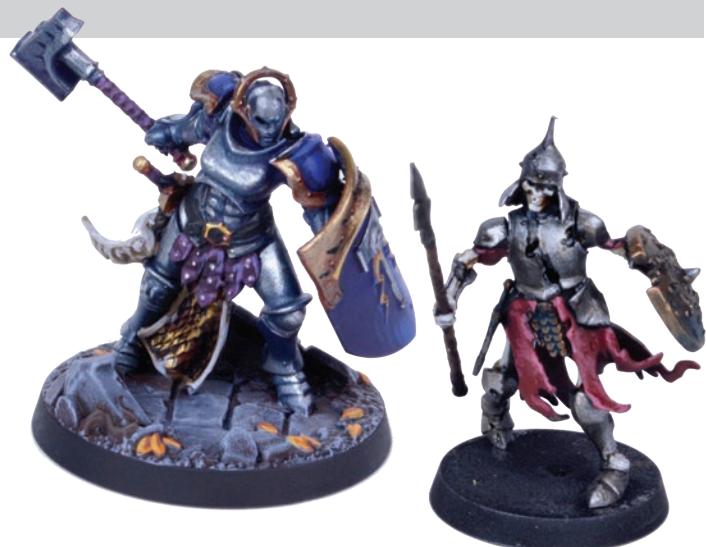
Games Workshop has recently released the third edition of its fantasy skirmish game, *Warhammer: Age of Sigmar*. The "poster children" of Age of Sigmar are the shining examples of Sigmar's wrath – the Stormcast Eternals. Although most of the Stormcast models that Games Workshop shows are clad in bright gold armor, I thought this was a great opportunity to paint some up in a bright, polished silver with a blue hint to it.

To create that blue hint, I've used two methods – basecoat and colored metallic – to achieve the look. Even though I'm working with silver and blue in this example, you can apply this idea to any color and metallic color you like (browns, purples, and dark greens are also great for playing around with as basecoat colors).

When applying your basecoat, simply pick your color and slap it all over the armor plates. This color will be left in the crevices and shadows, so make sure it's a color that is darker than the metallic color you are planning to use.

The second step is to introduce your metallic color into a mix with the basecoat color. I recommend starting with a 1:2 mix of the basecoat color to metallic color, but you should experiment a bit to get what will be right for you.

To really sell a strong reflective look, you'll need to take your highlights up quite a bit, working towards the brightest color you can. As you can see in the shoulder pad to the right, it is painted in darker colors, giving it a rough, non-reflective, dark iron kind of feel. Any strong colors on the miniature that are near the armor would be reflected, and you can represent that by mixing a little of the color into the silver in that area.





Over a black primer, basecoat the armor with Vallejo Model Color Deep Prussian Blue.



Drybrush the armor with a 1:2 mix of Deep Prussian Blue and The Army Painter Gun Metal.



Highlight the armor with Gun Metal.



Highlight the armor with The Army Painter Shining Silver.



Paint the rest of the model as you like.



Carefully paint areas of reflected color by mixing the color with Gun Metal, such as the areas of armor near the red plume.

PAINTING OTHER REFLECTIVE METALS

Silver isn't the only metal that can be polished to a reflective finish (although it is the best). On this shield from an Ogroid Myrmidon, I have used a dark blue-green (P3 Coal Black) as the basecoat before building up the surface with Vallejo Tinny Tin and Vallejo Brassy Brass. To add a little more shadow and show the reflection of the ground on the lower half of the shield, I applied some thinned washes – GW Agrax Earthshade and P3 Coal Black.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



GAIA PROJECT: A TERRA MYSTICA GAME (CSG ZFOO1)

From Capstone Games, reviewed by Eric Steiger



12 & Up



1 - 4 Players



60 - 120 Minutes



\$99.99

There are two types of people I would recommend *Gaia Project* to: people who love *Terra Mystica*, and people who have never played *Terra Mystica*. I'm pretty sure there are some people who have played *Terra Mystica* and hate it, and those are probably not the ones *Gaia Project* is for. For everybody who liked it and would like to see something very similar with a few tweaks, or any fans of mid-heavy weight Euro-style games, read on.

The basic premise of *Gaia Project* is that you are trying to colonize various planets with your unique alien species, while advancing on a technology tree that allows you to colonize planets more easily and gain more bonuses for doing so. One catch is that all of the planet types (except one — more on this later) need to be terraformed to your particular species before you can colonize it, and terraforming costs different amounts of resources depending on what kind of planet it is and what kind of species you are. Another catch is that the closer you build to someone else's colony, the cheaper it is for you...but then, it also becomes cheaper for them to build near you. Finally, you can only have one colony building on a planet at a time, and when you upgrade a building, the original comes back to you, and you lose the benefit on your player board that you received when you played it. So, you'll want to play it again somewhere else...but that costs resources, and real estate is also at a premium.



Despite looking like a "4X" (Explore, Expand, Exploit, Exterminate) game, *Gaia Project* is really much more of a "Euro", in that it is mostly about resource management and engine-building, and there's almost no direct contact between players. At the same time, as I said, real estate is limited, and different planet types have different values to each player depending on their species. The most efficient play for you may not be as advantageous as the one that blocks an opponent from a valuable planet. Additionally, there are planets that can be "Gaiiformed", rendering them colonizable for free, but not until a later round.

Victory points are earned each round based on randomly laid out tiles at the beginning of the game, rewarding players for taking actions that still benefit them, but focusing their efforts in a particular direction each round, such as placing basic colonies (mines) on the board, or progressing on the technology tracks. Additionally, progress on the tech tracks rewards you with VP at the end of the game, as do two randomly-selected endgame scoring tiles. Because



all of these victory conditions are set out at the beginning of the game, you can plan your strategy to maximize each round for the whole game from the very start, and you need to. There are only 6 rounds, and way more things that you'll want to do in each round than you'll be able to.



While requiring you to think ahead and plan for the entire course of the game, *Gaia Project* doesn't force you to make a ton of decisions at once. Each turn, you only play one action at a time, usually something simple like placing a building or moving up on one of the tracks. But those actions must be deliberate, and the name of the game is optimization — does an action get you closer to accomplishing the VP condition for the round; does it make it easier to accomplish VP conditions for later rounds; does it help you score VP at the end of the game? And if it doesn't do all of those, is there a different option that does more? These are the questions you will constantly be asking yourself during a session of *Gaia Project*, and the winner will inevitably be the person who answers them best.

Gaia Project isn't a difficult game to learn, or to play, but it requires skill; very much like with *Terra Mystica*, if you are making optimal moves, it will feel like it, and your engine will run smoothly as you progress through more complicated buildings and move up the tech trees. If your game group is prepared for this by going in with strategy and planning in mind, you're going to have an incredibly rewarding competitive experience as you manage your resources to colonize the galaxy.

•••

Eric is your friend, and friends wouldn't let you play bad games.



DOODLE DUNGEON (PSD 51846E)

From Pegasus Spiele, reviewed by John and Isaac Kaufeld



10 & Up



2 - 4 Players



45 - 60 Minutes



\$29.99

When your new dungeon turns out to be nothing but an empty cave, it's time to channel your inner dungeon builder and get to work. That's the premise for *Doodle Dungeon* (Pegasus Spiele), a card-based twist on the popular roll-and-write genre.

Fair warning: There's so much to love in this review that you may need a bucket to hold the gushing by the end.

With that, let's go exploring to find the top five things you need to know about *Doodle Dungeon*.

WHAT'S IN THE BOX

When you open the box, you immediately run into The Pad. It's a glorious stack of 100 full color, double-sided dungeon sheets. Each player needs one sheet to play a game, so the supplies will last you for quite a while.

As you keep digging, you find the double-sided score sheets (dubbed "Mini Pad" at our house), some ten-sided dice, the hero meeples, pencils and an eraser, and the rules.

Finally, you get to our favorite game components: The templates that help you draw monsters and other dungeony stuff, and the pencil sharpener which doubles (we're not making this up) as the game's first player marker.

ONE DECK, TWO PURPOSES

Say hello to *Doodle Dungeon*'s secret sauce: the card deck. These 60 cards power both the dungeon building and dungeon defense phases of the game (more about those in a moment).

During the first phase of the game, you use the dungeon elements at the bottom of each card to strategically build your dungeon.

Once everyone finishes their dungeons, the cards each player selected in the building phase become that player's draw deck to use against their opponents during dungeon defense.

With all of the stuff in hand, let's look at the game's three stages of play.

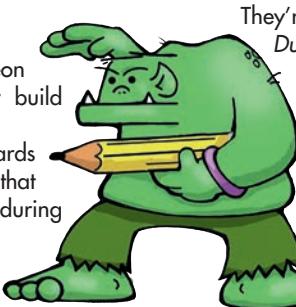
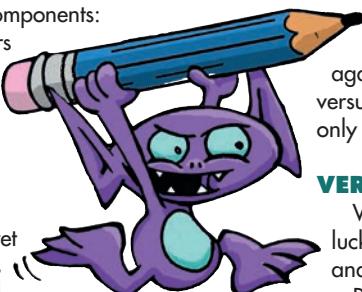
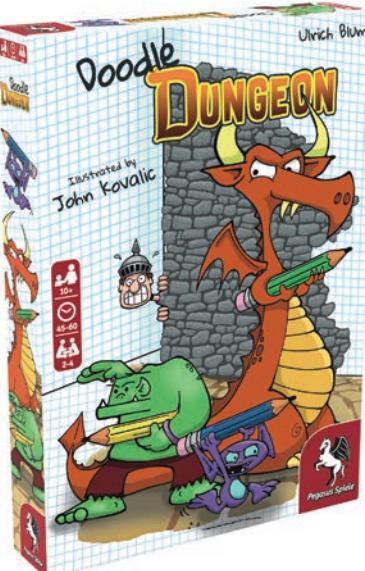
BUILDING YOUR DUNGEON

Players spend the first part of the game building their dungeons.

The most diabolical player starts by flipping over the top card from the deck and then revealing one more for each player (so in a three player game, four cards get revealed each round).

Starting with the first player, each person picks one card and draws all of that card's dungeon elements — monsters, traps, walls, and treasure — on their sheet, following the build rules. Each player's selected cards become that player's "action deck" for the last stage of the game.

The first player sharpener goes clockwise around the table, more cards get revealed, and drawing continues until the deck is empty, which happens a lot faster than you think it will.



MARKING A PATH

Once everyone finishes building their dungeons, the second phase of the game begins. It's time to plot the hero's path!

Players pass their maps to the left and draw a line on their opponent's sheet starting at the dungeon entrance and leading to its exit. This is the route an adventurer will take through the dungeon in the third phase of the game.

The line can (and will) follow corridors, cross traps, and go through all kinds of monsters. The rule book does a great job explaining the details of how the adventurer's path works, so pay attention to the examples.

DEFENDING YOUR CREATION

With all of the dungeon sheets back to their owners and an adventurer's path marked on each one, players shuffle their action decks, draw a hand of cards, and begin moving adventurers through their dungeons.

Each turn, the players move their respective adventurers along the drawn path to face traps and fight monsters. (Interestingly, players only own the dungeon, not the adventurers. Adventurers are neutral, just following the path and wreaking havoc on your beautiful dungeon as they go. Stupid adventurers.)

Players use action cards to either give their dungeon an edge against the adventurer or to make an opponent's adventurer stronger versus that player's dungeon. But each player's deck is limited and cards only get played once, so it pays to carefully choose when to play a card.

VERDICT

We loved this game. It brings together player choice, strategy, and luck in a really great package. Plus it's just plain fun to draw dungeons and then inflict woe onto adventurers.

Roll-and-write dice games never really caught our fancy in the past. They're fun, but they always felt too light and luck-driven. *Doodle Dungeon* avoids that fate thanks to its card deck.

The need to balance building the dungeon now versus defending the dungeon later sets *Doodle Dungeon* apart. That's the secret sauce. (Well, that and the John Kovalic artwork because it's a perfect fit for the game.)

Since every card has a different function in the first and last sections of the game, the deck builds (inflicts?) a beautiful tension on the players. Do you grab the card with the walls and monsters that fit perfectly into your diabolical design, or do you go for the powerful action card that could save your bacon later but adds almost nothing useful now?

Doodle Dungeon earns a solid recommendation. Have fun designing delicious doom for those pesky adventurers!

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



GUDETAMA (RGS 01153)

From Renegade Game Studios, reviewed by Brian Herman



7 & Up



2 - 7 Players



20 Minutes

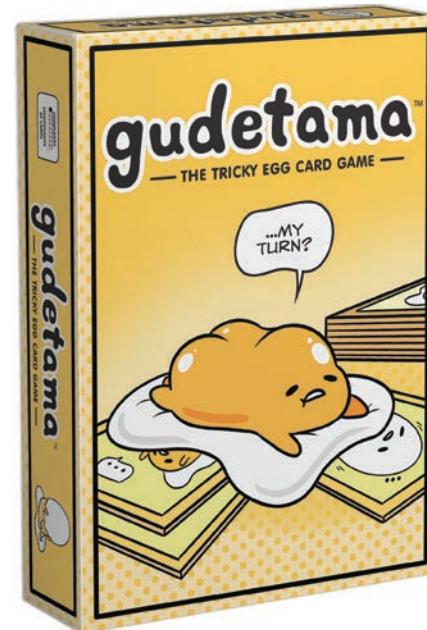


\$15.99

Of all the things I've seen come out of Japan in the last couple years, the Gudetama character must be the most puzzling. If you're not familiar with the intellectual property, Gudetama is a cartoon character whose name is formed from two parts "gudegude" which means lazy or lacking energy, and "tamago" which means egg. Therefore, the character loosely translates in English as "lazy egg," which is so very comical. In contrast to the hardworking culture in Japan, Gudetama is a massive hit, spawning a media franchise that includes a toy line, comic books, an animated series, apparel, and finally, games. When my 8-year-old saw an ad for *Gudetama: The Tricky Egg Card Game*, he insisted his life wouldn't be complete with it, and being a loving and dutiful parent, I acquiesced. I had thought it would be a cute card game we would play and forget about. However, this little card game has become a mainstay in our family gaming sessions due to ease of picking up and playing quickly.

Gudetama contains 63 cards, all numbered from 1 to 14, and a rulesheet. The card stock is exceptional, and the art a direct mirror to the "lazy egg" source material, depicting the character in several situations from being in a burger to a pile of noodles, all the while murmuring via word balloons several lazy and resigned mutterings. When we first opened the box, my 8-year-old had to go through each one and read it, giggling all the while and I had to admit the situations this egg finds himself in and his reactions are quite funny.

To play the game, the deck is shuffled, seven cards are dealt to each player randomly, and the deck is set aside for that round. *Gudetama* is at its core a simple trick-taking game, where each player in turn plays a card to the center of the table, with the highest card winning that "trick" before the board is swept clean and the winner leads the next round of cards. However, in *Gudetama* it's the last volley of cards that is the most important: the person who plays the highest card on the last "trick" takes that highest card and places it in their score pile, scoring that many points. After everyone has run out of cards, all cards are gathered except for those scored and shuffled into the deck, with 7 more cards being dealt out to each player to start the next hand. Points, as it turns out are quite bad, with the first player



reaching 21 points triggering the end of the game and losing. The player then with the *least* number of points is considered the winner.

The other twist to *Gudetama* are the most extreme cards in the deck, 1 and 14. When a 14 is played and the owner of it wins a trick, they don't go first on the next volley. Instead, they must choose another player to play the leading card on the next round, which can make for some interesting strategy options. The 1 card, however, can truly create some carnage. When a 1 is played on the final round, everyone scores their last card, not just the highest card. This usually means every player in the first hand or two will hold onto their 1's for the last play, but there are only so many in the deck. Each card has a number of dots under its value to indicate how many exist, so as play continues, and each player has a face up "score pile" the strategy gets deeper trying to figure out what your opponent has vs what you have left in the tank.

As mentioned, I thought *Gudetama* would just be a cute card game I would play with the kids once or twice, but it's become such fun to break out and play, especially in bigger groups. What seems like such a simple concept at first becomes deceptively more complex in its strategy to avoid getting points, trying to emulate the "lazy egg." *Gudetama* is a small footprint card game I can't recommend enough to parents or gaming groups as a quick pick-up game that will result in hours of entertainment.

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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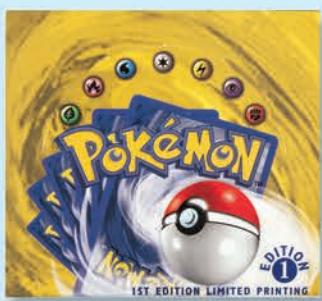
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